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# Dreamcast magazine

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**EXCLUSIVE!** We get to grips with Tecmo's mammoth beat-'em-up!

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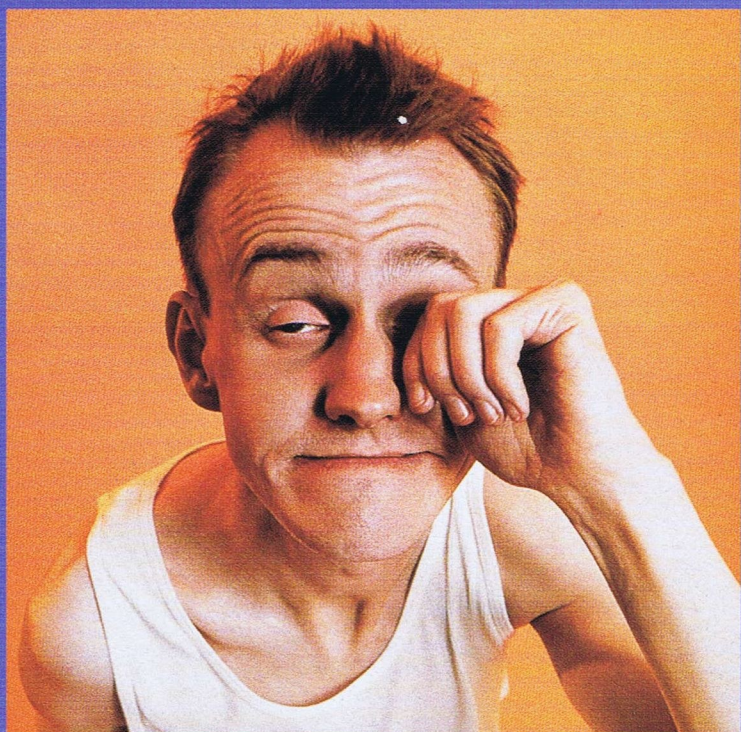
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# contents

version

05

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Welcome to your dreams

## Editorial

I don't know, you think that all is going well and then it all goes horribly wrong. In this case, *Crazy Taxi* unexpectedly arrived. It all started when we got a phonecall informing us that a review copy of *Crazy Taxi* was in the post...

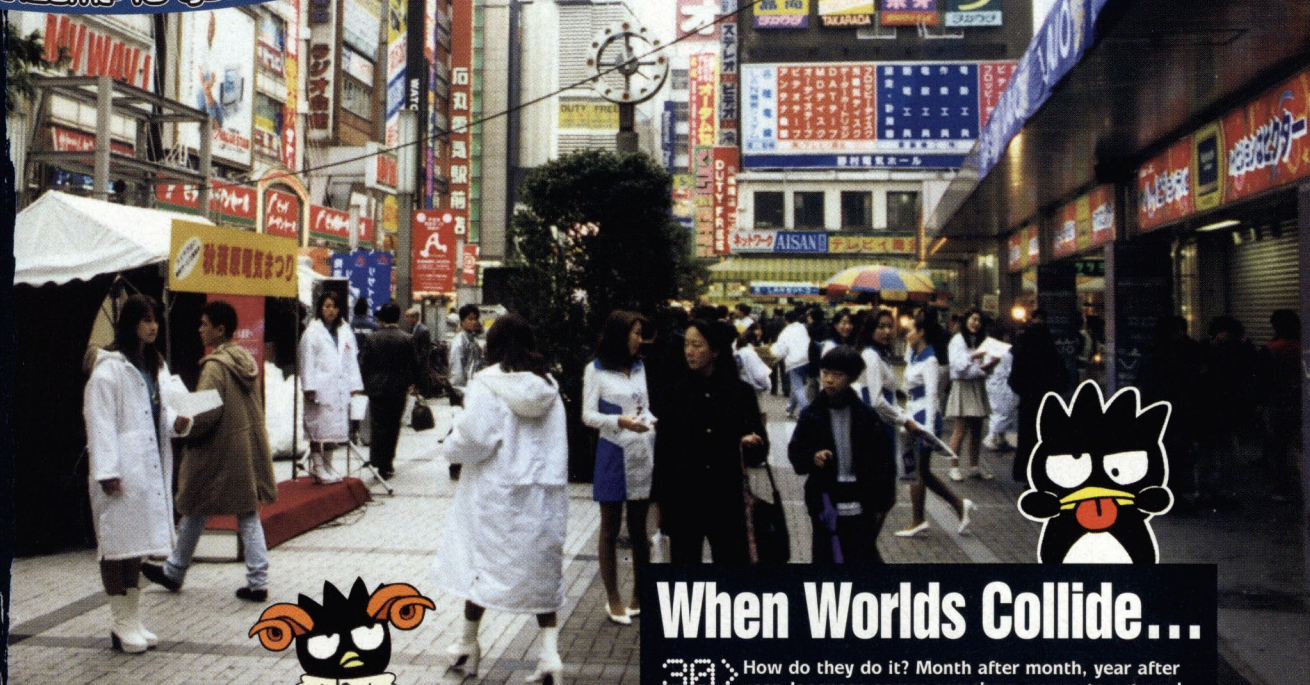
Up until that point, the mag was going fine, pages were being written and designed and then... it arrived.

With the same expectations and excitement of a bunch of kids on Christmas morning, we opened the innocuous-looking package to reveal a copy of the game, we immediately booted it up and played it solidly for a week. Every single member of the team quite literally stopped working until the final challenge was all that stood between us and completing the game - it really is that good. *Crazy Taxi* is everything that a game should be and Sega has pulled the stops out to make a proper home conversion of an arcade favourite, adding to the original, not only an entire new city, but also 16 frustrating challenges to give it a lot more longevity. Which reminds me, as an update to the review (p.46) Alex has now completed the final challenge, much to everyone's annoyance. He did so by watching the rest of us work out every short cut that was to be found and then casually used the extra-special turbo - that he'd conveniently forgot to mention to the rest of us - and completed it. We have yet to wreak our revenge upon him but you can be sure that the combined powers of Taylor, Trent and Phillips will not go amiss upon this lowly prep-school fodder!

Sour grapes aside, it's been yet another excellent month for Dreamcast gamers and proof, if any were needed, that this will be the best year ever for the Dreamcast. A cursory glance through this mag will confirm this and the fact that as always, there really is only one magazine for Dreamcast Gamers.

Enjoy the mag and take it easy on the stairs.

Simon Phillips  
Editor



## Features

# Jambo! Safari



26> We want Sega to stop! We are tired of playing fantastically original and entertaining games in our local arcade. Alex Warren checks out yet another Dreamcast-bound game in the hope that just for once it isn't the best thing we've ever wasted our money on.



## Dead Or Alive 2

34> Tecmo's stunning-looking beat-'em-up looks set to topple even the mighty *Soul Calibur* in the looks department. As always, DREAMCAST MAGAZINE is there to bring to you the lowdown on the games that matter.

## When Worlds Collide...

38> How do they do it? Month after month, year after year, Japanese games somehow manage to astound. Our man in the field, Nick White reports on the idiosyncrasies and the delights of Japanese culture and the games they love.

## AT A GLANCE red hot GAMES

> By now each mag should come complete with a free pair of asbestos gloves. However, for those of you who are more tolerant of the heat generated by the mag, here's just a sample of this month's gems.





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*are born*

*great.*

*Some achieve greatness.*

*And some have it thrust upon them*

*at 4am.*



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**Dreamcast**  
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Stewart@Infogrames, Simon@Project R, Steve@Titus, Santa



**Motorola**  
**Walkie Talkies**  
**up for grabs!**  
page 42

## Reviews

44 > As ever, you'll find all the latest games reviewed here. This month has been dominated by the fantastic *Crazy Taxi*. However, there's plenty more games on offer catering for every taste and predilection. Our hardy team of reviewers ensure that month after month our unbiased reviews are the most thorough you'll ever find – do not be fooled by pretentious imitations!

**WIN!**  
**Interact**  
**peripherals**  
**giveaway!**  
page 21

## Newscast

08 > First, best and always bang up to date. Newscast is your one-stop guide to the wide world of Dreamcast. If it's news, updates on the latest games or previews that you're after then all of this and more can be found on these very pages.



**WIN!**  
**A copy of**  
**Resident Evil 2!**  
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## Regulars

<b>Dreamcast Solutions</b>	<b>80</b>	<b>Dream on...</b>	<b>110</b>
Stuck on a game that you've shelled out £40 for? Well, your worries are over because we're here to help you through every tricky bit in every game.			
<b>Interact</b>	<b>95</b>	<b>Subscriptions</b>	<b>112</b>
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<b>Directory</b>	<b>104</b>	<b>Dream Moment</b>	<b>114</b>
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If you thought this issue was crammed to bursting point, then why don't you check out what's in store for issue 6 – it just gets better and better!			
Get each and every issue of DREAMCAST MAGAZINE delivered to your door, and save yourself wads of cash!			
Each month we bring to your attention one of the most spectacular moments in Dreamcast gaming. This month, <i>Soul Calibur</i> provides the source of our pant-wetting.			

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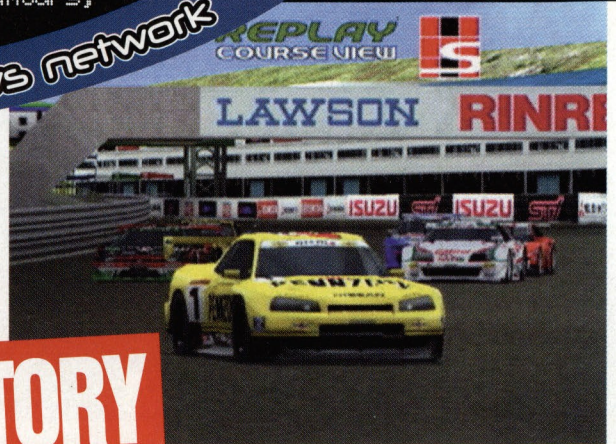
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# newseas

>Hot-off-the-press Dreamcast rumours,  
gossip, snippets and more<

Dreamcast world news network

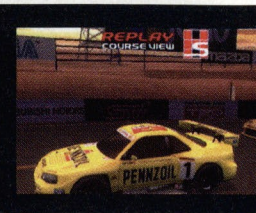
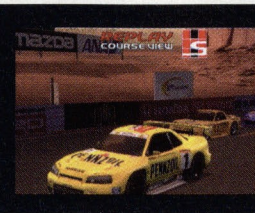
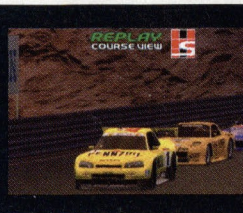
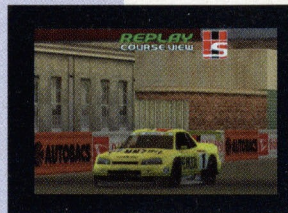
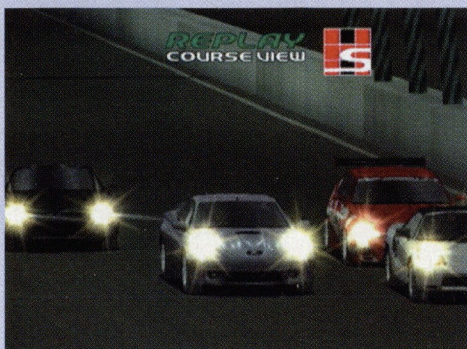


THE BIG STORY

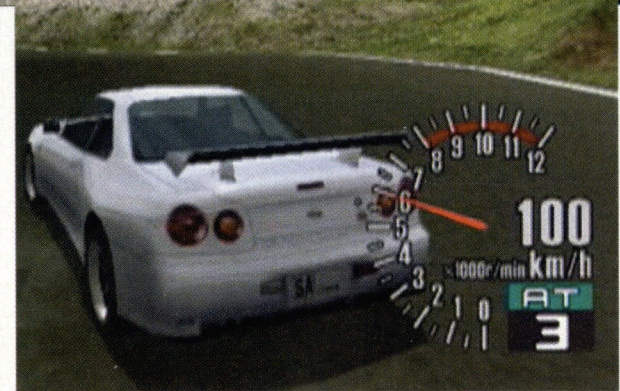
## Sega GT Hi The Startin



Prepare for the  
drive of your life!

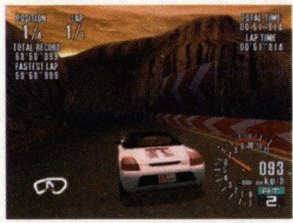






# ts g Grid

"Sega's attempt to outdo Gran Turismo on the PlayStation."



One of the most anticipated Dreamcast launches of the year is the much talked about *Sega GT: Homologation*, which is seen as Sega's attempt to outdo *Gran Turismo* on the PlayStation. From what we've seen of the game, it looks as if Sega are onto a surefire winner. Just check out the screenshots on these very pages to see how saliva-inducing the game already is. Good looks aside, Sega is ensuring that the game itself is stuffed full of all essential vitamins and minerals that you would expect from a high quality racing simulator too. *Sega GT: Homologation* is the fruit of two years

intensive labour from Sega stalwarts Takeshi Nimura and Hideshi Tatsuno. And unlike the arcade-styled *Sega Rally 2*, it is a game which is very much a driving simulator, making it one of the most realistic driving games to grace any console. The courses are closed circuit affairs, unlike the point-to-point antics of *Sega Rally 2*, and are incredibly detailed, much in the same vein as Sega's other big driving game of the year, *Ferrari F355 Challenge*. The gameplay revolves around a number of driving tests – like *Gran Turismo*'s Licence mode – which you must complete in order to

progress to the higher classes, where the real action takes off. Starting with an E-class limit of 1000cc's, you can progress all the way to the SA-class where you'll need all your wiles to keep up with the big boys on the track. It has been proclaimed that the game will feature a massive 200 cars, with at least ten manufacturers lending their licences to the game, including Honda, Toyota, McLaren and Mazda.

Naturally, the game will also include a garage-based mode where you will be able to tinker with all the parts of the cars, from fine tuning the engine and setting the brakes and suspension to your particular preference. With all this in mind, it's small wonder that *Sega GT* is being hyped so much. It is due for release in the UK during the spring, but watch for our review of the Japanese import next issue.



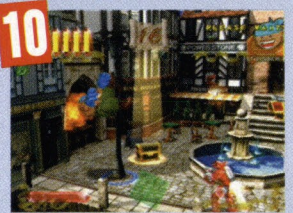
## BIG ISSUES

Thumb directly to the biggest newpieces via NewsCast's guide to the biggest Dreamcast issues... get reading!

### Power Stone 2

Capcom's ace beat-'em-up gets a sequel!

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### Crash and Spyro?

Dreamcast poaches PlayStation games?

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### Code: Veronica

It's here, it's unique and we've played it!

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### Soul Reaver

And you thought *Shadow Man* was dark?

16



### Tony Hawk's

Skateboarding has never looked better!

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continued >





continued >

## THE RUMOUR MILL

### Castlevania Delayed Until Autumn

> Konami in America has confirmed the delay of its highly anticipated *Castlevania: Resurrection* title until 3 September. No definite news as yet on a Jap or Euro release date.

### Sega Secret Project

> It was reported in a respected Japanese game mag that Sega Japan is preparing to announce a secret project in March. No official statement from Sega, but with *Virtua Cop 2* already confirmed, could it be another Saturn conversion?

### Draconus Cult Of The Wyrms Wormed

> Fans of dungeon bashing should keep an eye on *Draconus: Cult Of The Wyrms*, due for release in America on 5 March. It was supposed to be out earlier, but the developer needed the extra time, "To really polish things up."

### Ogre Bashing On Dreamcast

> The cult multiformat *Ogre Battle* series is coming to Dreamcast. Blending strategy and RPG elements, the latest instalment in the franchise, *Ogre Battle 64*, received rave reviews during its Japanese release last summer.

### Optus Signs On To Dreamcast

> Optus, the PlayStation developer behind such (never heard of) classics like *Depth* and *Groove Hell 5* has jumped ship to Dreamcast. No confirmation as to what form Optus's debut project is as yet.

### More Death Crimson

> The godawful *Death Crimson 2* is to get a sequel. Its developer/publisher Ecolé has hinted that after the development team has recovered from working on *DC2*, it will begin work on a sequel... we can hardly wait.

### Sleeping (Jap) Satellite

> Japanese Dreamcast owners will be able to download data direct from broadcast satellites through the Dreamcast Satellite Tuner. It is due for release later in the year... but why would you want to bother?



## NEWS Get Stoned Again Capcom Powers Up For A Sequel!

Fans of Capcom's excellent *Power Stone* – one of the Dreamcast European launch titles – will be pleased to hear that the publisher/developer is currently working on a sequel. *Power Stone* received universal rave reviews for its inventive 3-D spin on the beat-'em-up genre, but whilst it was a success in Europe and America, the game

was not a commercial success in its home territory.

Undeterred, Noritaka Funamizu of Capcom Japan revealed in a Japanese game mag that he intends make the sequel one of its first Internet compatible titles (along with *Marvel Vs Capcom 2*). Running on the Naomi arcade board, a quick conversion is a dead cert, with the latest rumours

hinting that it could be on our Dreamcasts as soon as the summer. However, it is unconfirmed whether Capcom is including *Power Stone* in its recently announced Capcom Communication Fighting Series of revamped Internet compatible Dreamcast titles, due for launch in Japan later this year. So far it has only confirmed special editions of

*JoJo's Bizarre Adventure* and *Street Fighter III: W Impact*.

The original *Power Stone* won the annual CBS Software Toy Test in America during December. Over 15,000 kids put 75 games through their paces on PlayStation, Nintendo 64 and Dreamcast, with the overall surprise winner being Capcom's *Power Stone*. Nice one, Capcom!

## HOT bytes

## COLD cuts

> Sega Europe surprised us with review code of *Crazy Taxi* and *Virtua Striker 2*... probably the best Christmas present any of us received! Well, it beat the obligatory socks and pants anyway.

> A copy of *Shenmue* finally arrived in the office, via our friendly local import shop. And thankfully, it looks as good as the hype. Check it out on page 20.

> A bloody Christmas was had by all after the arrival of the demo disc for *Resident Evil Code: Veronica*, which was bundled in with the Japanese release of *Resident Evil 2* (or *Bio Hazard 2*, if you're being pedantic).

> In spite of the fact that it is almost ready to hit the shelves in Japan, we still haven't had the chance to take *Sega GT: Homologation* for a test drive. Oh well, we'll just have to make do with the latest batch of screenshots.

> Since none of the DREAMCAST MAGAZINE team have grasped the intricacies of the Japanese language, playing *Shenmue* has been somewhat like eating a slap up tea at Mrs Miggin's Pie Shop... but minus a sense of taste!

> The obligatory Christmas present of socks and pants... although they did come in handy after a lengthy session with *Resident Evil Code: Veronica* stopped all domestic chores.



### Evolutionary Theory On NeoGeo

> The fun RPG *Evolution* has squeezed itself into the NeoGeo Pocket Color handheld console in Japan. Whilst *King Of Fighters* on the Pocket Color is compatible with the Dreamcast version, it hasn't been confirmed whether the PC *Evolution* will work with the DC one.



## Eidos Takes The Mickey

✦ The home of *Tomb Raider* has signed a three game deal with the home of Mickey Mouse. Eidos Interactive announced that is to develop and publish three games alongside Disney Interactive which will appear on Dreamcast.

The first game, *Walt Disney World Racing* is due for release in the spring, and a game tie-in with the forthcoming movie *102*

*Dalmatians* is to follow in the autumn.

Unfortunately, there is currently no news on the third game.

"With this partnership, Eidos is delivering proven brand name titles to the exciting new Sega Dreamcast platform," stated Eidos's Mike McGarvey. We'll bring more news on the chap with the big ears as soon as we get it.



Soul Calibur

## Dreamcast Charts

magazine

> DREAMCAST MAGAZINE's regular spotlights on what's hot and what's not on the UK Dreamcast software scene. No change in the top two over the festive period.

This Month	Last Month	Game	Publisher	DM Score
1	1	Soul Calibur	Sega	94%
2	2	Sonic Adventure	Sega	90%
3	6	UEFA Striker	Infogrames	82%
4	4	Ready 2 Rumble	Sega	90%
5	7	Sega Rally 2	Sega	91%
6	-	Fighting Force 2	Eidos	74%
7	-	Worms Armageddon	Hasbro	73%
8	5	House Of The Dead 2	Sega	91%
9	8	WWF Attitude	Acclaim	41%
10	-	Toy Commander	Sega	86%

## Virtua Cop Sets Its Sights On Dreamcast

✦ One of the few classics on the ill-fated Sega Saturn was the company's conversion of its arcade hit, *Virtua Cop 2*. Obviously feeling that the game did not reach a significant audience (ie no-one actually bought the Saturn) Sega has decided to re-release it for the Dreamcast in Japan on 2 March. Budget priced at the equivalent of around twenty pounds, the repackaged game will understandably be improved over its Saturn ancestor, with the notorious polygonal glitches being axed for starters. A European release of such a classic Sega title will no doubt follow soon after.



NEWS



Sonic Adventure

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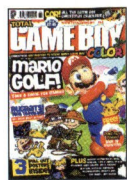
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Your Dreamcast magazine collection isn't complete without a copy of *DREAMCAST SOLUTIONS*! This issue has a complete special moves list to *Soul Calibur* plus walkthroughs for *Ready 2 Rumble Boxing*, *Toy Commander* and *Blue Stinger*.



ISSUE >2

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## Sonic Team Secrets

✦ Are you a proud owner of *Sonic Adventure*? Do you also own a PC or Apple Mac computer? Then it will be worth your while knowing that the game GD-ROM also holds a number of character art pieces, which you can decorate your computer's desktop with.

And *Sonic Adventure* is not the only one... DREAMCAST MAGAZINE inserted the GD-ROMs of *Chu-Chu Rocket!* and *Shenmue* in one of our Macs to find a selection of excellent desktop patterns. This is not a particularly new move on Sega's part as, for example, *Sonic Team's Burning Rangers* on Saturn also had a collection of desktop patterns and audio files for PC owners to tinker with.







## THE BIG STORY

# Capcom's Comic Caper Continued



Konnichiwa! Our monthly Japanese news reports are brought to you by our special correspondent, Tomomi Yu.

## Konami Kicks Off

❖ If you feel that the likes of *Worldwide Soccer 2000* and *UEFA Striker* did

little to feed your soccer fix, then take comfort from the revelation that Konami is developing a soccer title for the Dreamcast. Although it has yet to be officially confirmed, it is highly likely to be an extension of the critically-acclaimed *International Superstar Soccer* franchise, which has gone down a storm on PlayStation and Nintendo 64. The reason for the soccer series' success? In spite of it lacking an official licence, ISS allows configuration obsessives to play with an obscene amount of options, alongside some sublime graphics and animation. Expect to join the chanting stadium crowds during the summer.



❖ Whilst the original *Marvel Vs Capcom* has been dogged by continual delays in Europe, Capcom over in Japan has already begun work on a follow-up. Arriving in arcades during the spring, *Marvel Vs Capcom 2: New Age Of Heroes* will be ported over to the Dreamcast shortly after. As well as a host of characters from the original, *Marvel Vs Capcom 2* will also feature several new ones, like Ruby Heart and Hayat.

Also, Capcom is promising that beat-'em-up fanatics will be able to indulge in three-on-three battles, rather than the two-on-two option provided in the original. Oh, and you can expect the usual outrageous combos, and it will also be one of the first games from Capcom to incorporate the Dreamcast's Internet capabilities. Meaning that this title could feasibly allow you to beat-up someone down your modem line... imagine that!



We gave *Marvel Vs Capcom* 91% and our coveted Ultra award in our last issue, declaring it as a, "Near-perfect arcade conversion with plenty of extras on the side." Suffice to say, we expect great things from the sequel.

## "Gojira"



## The Return Of Godzilla

❖ One of the shining dog turds in the Japanese Dreamcast launch software

firmament was the godawful *Godzilla Generations*. This twenty-storey monstrosity looked fine and dandy in the pre-publicity screenshots, as well as in concept (ie, you play the part of Godzilla and smash, trample, burn and breath on anything in

your path), but in execution it was... well, crap! However, that hasn't stopped the arrival of a sequel, called *Godzilla Generations: Maximum Impact*. Is it just as bad as its predecessor? Hmm, probably, but come back next issue for our review. Here's hoping that they've included Godzooky as a playable character this time around.



## Pocket Full Of Soul

❖ As a reward for *Soul Calibur* notching up a million worldwide sales, Namco has released four downloadable mini-games on its official Web site. In the first game, *Xianghua's Text Adventure*, you must take a number of different paths, whilst in the second game you must save the likes of Astaroth and Lizardman from inside a cannon. The third game stars, amongst others, katana-swinging Mitsurugi, and is puzzle-based. The final game features Marilyn Manson-alike Voldo, who you must navigate through a screen full of flying objects to reach the treasure on the other side. These mini games are only accessible to Japanese audiences at the moment (particularly since they use the Japanese language extensively) but European audiences are sure to see translated versions shortly.





## Anyone For Smashing Tennis?

Sega has confirmed that its Naomi board arcade game, *Power Smash Tennis*, will port over to the Dreamcast sometime in the next few months, and will be an improvement on the arcade version. Among these improvements will be the inclusion of more real-life players, like Jim Courier, Mark Philippoussis, Cedric Pioline, Carlos Moya and our very own Tim Henman. What, no Anna Kournikova? However, there will also be a choice of courts from around the world for you to bash furry balls across, including England, America and France. Sounds smashing.



## Calling All Horsey Types

Just when you thought that Japanese game developers couldn't get any wackier, they come up with a game which is as ridiculous as it is genius (although it is still not quite as daft as Sega's *Typing Of The Dead*). After having much success with its *Let's Make A Pro Baseball Team* – which only Stu is eager to get to grips with – General Entertainments is hard at work on *Let's Make A Derby Stallion Racer*. The aim of the game is to train a horse and enter it into online races against other horses. Equestrian eggheads will be under starter's orders this summer.

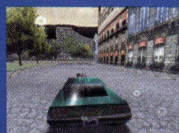


## Import Charts

What's hot and what's not on Dreamcast in Japan and America? Dreamcast Magazine has sniffed out each territories most popular games for your delectation.

This Month	Last Month	Game	Publisher	DM Score
1	-	Shenmue	Sega	-
2	-	Virtua Striker 2	Sega	78%
3	-	Resident Evil 2	Capcom	73%
4	-	Chu Chu Rocket!	Sega	92%
5	-	Virtual On	Sega	80%

This Month	Last Month	Game	Publisher	DM Score
1	-	Street Fighter Alpha 3	Capcom	74%
2	-	Test Drive 6	Accolade	84%
3	-	Centipede	Atari	-
4	-	Soul Calibur	Namco	94%
5	-	Slave Zero	Accolade	-



Dan Francisco digs deep to bring you the latest news from the US of A.

## Konami's Universal Monster Mash

Konami has teamed up with Universal Interactive – the videogame arm of Universal Pictures, the home of *Dracula*, *Frankenstein* and *The Mummy* – to develop and produce games for Sega, as well as Sony and Nintendo. This could feasibly mean that Universal Interactive's biggest PlayStation hits, *Crash Bandicoot* and *Spyro*, could soon be appearing on your Dreamcast. Sonic had better watch out, as he could have some serious rivals in the cute cartoon character stakes.



## Eidos To Go Berserk?

With ASCII's *Berserk* causing somewhat of a bloody mess over in Japan, it's special brand of sword wielding mayhem has generated a mad scramble to get the Western World publishing rights. Rumour has it that Eidos Interactive has won the battle, a story that the publisher is reluctant to confirm or deny. However, the battle lines have been drawn, and a victor should emerge from the decaying publisher corpses next month – the news of a European publisher should also be confirmed by next month.



## Brazil News

### Brazil Nuts About Videogame Violence

The Justice Ministry in Brazil is currently processing a motion to ban violent videogames. This is in light of the San Paulo massacre in November, where three people were killed and eight others were wounded by a 24-year-old man. So, which of the latest videogame titles have been blamed for this crime? Is it the weapon-wielding *Soul Calibur*, the bloodthirsty *House Of The Dead 2* or perhaps the flesh-eating angst of *Resident Evil 2*? Er, no actually. Bizarrely, the Justice Ministry has targeted archaic games like *Doom*, *Duke Nukem*, *Mortal Kombat*, *Requiem*, *Blood* and *Postal*.

## PLAY

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## PC DC PC Games Heading For Dreamcast



### BLACK & WHITE

**Guilty Parties:**  
Lionhead Studios/EA

#### What's it all about?:

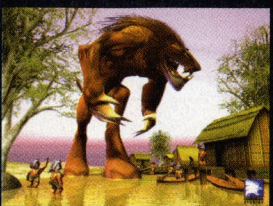
In a nutshell, good and evil. You choose one of three 200 foot tall monsters (ape, cow and tiger) and basically teach them about life within a gorgeously rendered 3-D world. There are also eight different tribes vying for the honour of worshipping you, and the decision is yours regarding whether you'll be a benevolent or evil god. Finally, there's the free online *The Gathering* download option where you can 'chat' with other wannabe deities.

#### When's it coming?:

The PC game has finally been confirmed for an April release, and Lionhead Studios is apparently keen to convert *Black & White* to Dreamcast. However, since its publisher, EA, is still reluctant to commit to the platform, there's no official launch window.

#### The Bottom Line:

Basically an adult *Pokémon*, but with bigger monsters... much bigger.



### PRINCE NAZEEM BOXING

**Guilty Parties:**  
Codemasters

#### What's it all about?:

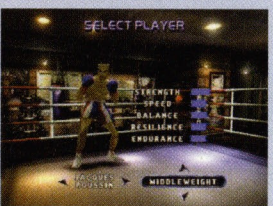
Arrogant, but a darn good boxer, the self-proclaimed Prince has cut a swathe through the boxing world with his unique fighting styles (all five, in fact). Less tongue-in-cheek than *Ready 2 Rumble*, *Prince Naseem Boxing* will feature three different gameplay modes: Arcade, World Championship, and Career.

#### When's it coming?:

Codemasters has only just confirmed that it is developing software for Dreamcast (see last issue's NewsCast), and is due to announce any day now which titles will form its initial barrage. Since *Naseem Boxing* is being developed on PC, a straightforward conversion is a dead cert. However, the game has been dogged by delays for over a year now, so don't hold your breath.

#### The Bottom Line:

The Boxing Artist Currently Known As Arrogant Twonk.



## UPDATE

# Resident Evil Code: Veronica

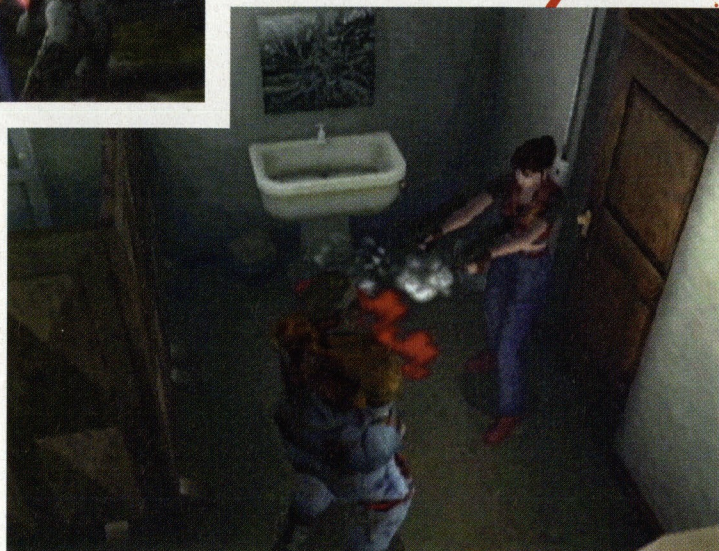
Dreamcast-exclusive survival horror spills its guts!



✦ The release of *Resident Evil 2* in Japan gave Capcom the opportunity to further fuel the hype for its Dreamcast-exclusive extension of the franchise – *Resident Evil Code: Veronica*. A demo GD-ROM offering an initial hour of gameplay was bundled in with *Resident Evil 2*, and to be honest, it was the only reason we pegged it down to our local import store on Christmas Eve (the day it was released) rather than head straight to the pub.

Whilst the essential gameplay elements are the same as previous instalments (a case,

then, of if it ain't broke...) Capcom has wisely utilised the Dreamcast's tech specs to its advantage. The astounding intro FMV set our collective jaws to the floor, being quite simply the best example of this art form that we have ever seen. Depicting Claire Redfield's escape from the Paris HQ of the Umbrella Corporation, this beautifully produced action sequence could easily have been directed by Hong Kong action guru, John Woo. But that's not to say that the in-game graphics are shoddy in comparison. Oh, no.



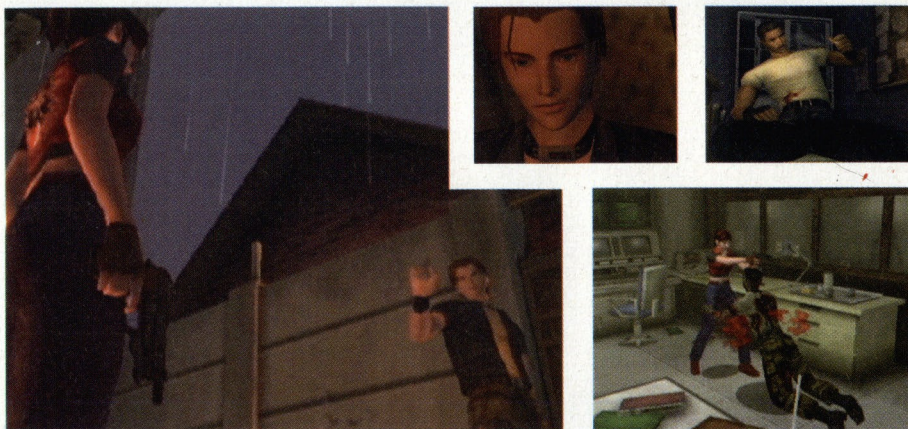


## Dream Product Of 1999

> *Business Week Magazine* has heralded the Dreamcast with the honour of being named as one of its Best Products Of 1999. The console was joined by 29 other products, spanning the technology industry... so, not a bad achievement, really!

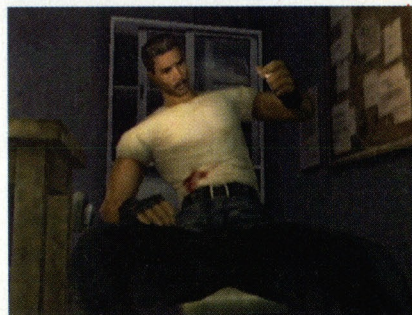
## Thunderbirds Are Go!

> Developer SCI has announced that it has bought the rights to produce games for the phenomenal Sixties Gerry Anderson show, *Thunderbirds*. Chief Executive of SCI, Jane Cavanaugh, said that: "*Thunderbirds* will translate into the ultimate gameplay experience and is perfectly suited to the arrival of next generation consoles and gaming via the Internet."



Dreamcast owners can take comfort from the fact that *Shenmue* isn't the only game on the release schedule which features realistic facial animation, textures and dynamic light-sourcing. We spent far too much time using Claire's cigarette lighter just to see how the light affected Claire and her surrounding environment... it is nothing short of breathtaking.

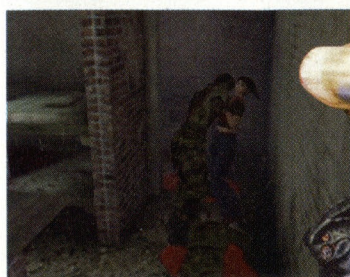
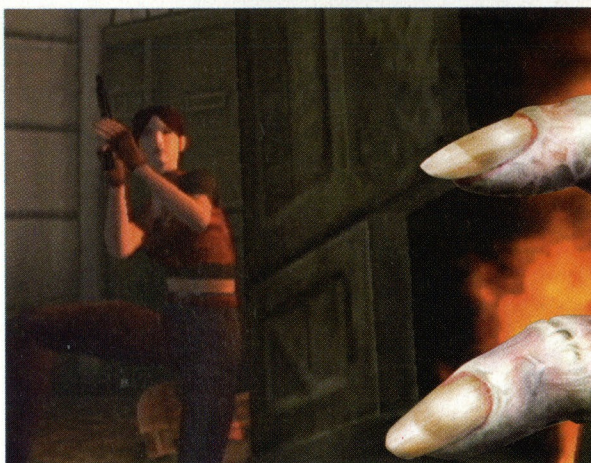
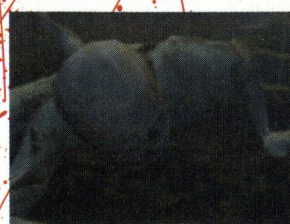
We'll have more info and stacks of exclusive screenshots on *Code: Veronica* in next issue's in-depth exposé of the *Resident Evil* franchise. Be afraid... be very afraid!



## infoburst

Extra information>

- > The events of *Code: Veronica* take place three months after *Resident Evil 2*.
- > A two minute trailer for the full game is your reward once you complete the hour demo.
- > Rumour has it that *Code: Veronica* will also give you control of Leon from *Resident Evil 2*.
- > There are the usual Res Evil puzzles for you to decipher in *Code: Veronica* (like finding the right key to unlock a door).



## Competition

**WIN!**  
Win copies of  
*Resident Evil 2* and  
tickets to the London  
Dungeon

# Evil is Coming...

Scary stuff we think you'll agree. In fact we're so scared we're giving eight copies of the game away and three pairs of tickets to London's scariest attraction, the London Dungeon, courtesy of Virgin Interactive. The first three names drawn will win a copy of *Resident Evil 2* and a pair of tickets to the attraction while five runners-up will each receive a copy of the game to take home and be scared to death by.

So what do you have to do to win one of these great prizes? Simply tell us the name of the new, Dreamcast-only *Resident Evil* game.

Is it:

- (a) *Resident Evil: Code Julia*
- (b) *President Evil: Code Fiona*
- (c) *Resident Evil: Code Veronica*

Please send all entries, with your address, to the following address no later than 1 March 2000.

**Resident Evil Competition**  
DREAMCAST MAGAZINE  
Paragon Publishing Ltd  
Paragon House  
St Peter's Road  
Bournemouth  
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

continued >





continued >

## Software Release Schedules

### UK Release Schedule

Title	Date	Publisher
Tee Off Golf	28 Jan	Acclaim
Resident Evil 2	28 Jan	Virgin
Roadsters	28 Jan	Virgin
Marvel Vs Capcom	Jan	Virgin
Zombie Revenge	11 Feb	Sega
Slave Zero	18 Feb	Infogrames
Crazy Taxi	25 Feb	Sega
Evolution	25 Feb	Ubi Soft
Rainbow Six	Feb	Sega
MDK 2	Feb	Virgin
Toy Story 2	3 Ma	Activision
NBA 2000	3 Mar	Sega
Red Dog	3 Mar	Sega
Legacy Of Kain: Soul Reaver	10 Mar	Eidos
ECW	Mar	Acclaim
Dragon's Blood	Mar	Virgin
Rayman 2: The Great Escape	Mar	Ubi Soft
Heroes Of Might & Magic III	Spring	Ubi Soft

### Japanese Release Schedule

Title	Date	Publisher
Crazy Taxi	27 Jan	Sega
Undercover AD2025 Kel	27 Jan	Pulse
Roommania #203	27 Jan	Sega
Sentimental Graffiti 2	27 Jan	Sega
Resident Evil Code: Veronica	3 Feb	Capcom
Magnetic NiuNiu	3 Feb	Genki
Pop N' Music 3: Append Disk	10 Feb	Konami
Dance Dance Revolution 2nd Mix	17 Feb	Konami
Sega GT: Homologation Special	17 Feb	Sega
Dee Dee Planet	24 Feb	Sega
Sakura Wars Drama Volume	24 Feb	Sega
Carrier	24 Feb	Jaleco
Golem No Maigo	24 Feb	Caramel Pot
Virtua Cop 2	2 Mar	Sega
Bikkuriman 2000	16 Mar	Sega
Puzzle Bobble 4	16 Mar	Cyber Front
NBA 2K	23 Mar	Sega
Spirit Machine Rayblade	23 Mar	Sega
Sentimental Graffiti 2	23 Mar	Sega
Vigilante 8 2nd Offense	23 Mar	Sega
Lake Master Pro Dreamcast Plus	23 Mar	Sega
Hello Kitty Sound Mail	23 Mar	Sega
Escape	23 Mar	Sega
The Typing Of The Dead	30 Mar	Sega
Bird Cage Kapitel 4	30 Mar	Sega
World Neverland 2 Plus	30 Mar	Sega
Gangagen Boy S	30 Mar	Sega
Professional Mahjong Pole D	30 Mar	Sega
Advanced War Strategy DC	30 Mar	Sega
Marvel Vs Capcom 2: New Age/Heroes	Mar	Sega
Gunbird 2	Mar	Sega
King Of Fighters '99 Evolution	Mar	SNK

### US Release Schedule

Title	Date	Publisher
Crazy Taxi	1 Feb	Sega
Wild Metal	1 Feb	Take 2
Rainbow Six	2 Feb	Sega
Sega Sports NHL 2000	2 Feb	Sega
Espionage Agent	2 Feb	Tommo
Deep Fighter	16 Feb	Ubi Soft
Toy Story 2	16 Feb	Activision
MDK 2	16 Feb	Interplay
Space Invaders	16 Feb	Activision
Rayman 2	16 Feb	Ubi Soft
ECW	18 Feb	Acclaim
Dead Or Alive 2	18 Feb	Tecmo
Dark Angel: Vampire Apocalypse	23 Feb	Metro 3-D
Striker Pro 2000	Feb	Infogrames
JoJo's Bizarre Adventure	Feb	Cancom
I-Spy Operation Espionage	Feb	UFO
Street Fighter Alpha 3	Feb	Capcom
Plasma Sword	Feb	Capcom
Climax Landers	Feb	Sega
Monster Rancher	3 Mar	Tommo
Draconus: Cult Of The Wyrm	5 Mar	Crave
Gauntlet Legends	15 Mar	Midway
Resident Evil Code: Veronica	Mar	Capcom
Tech Romancer	Mar	Capcom
Monster Breeder	Mar	UFO



PREVIEW

# Legacy Of Kain: Soul Reaver

With *Legacy Of Kain: Soul Reaver* joyfully coming to Dreamcast at the end of March, Eidos has informed DREAMCAST MAGAZINE of some the improvements we can expect to see. Although the game is fundamentally the same as the

PC and PlayStation versions, it will be technically superior in every respect.

It is set to run at a constant 60fps, as opposed to 25fps on the PlayStation, and all the characters and environments will be rendered at a much higher

resolution, making it crisper and clearer. A cursory glance at the surrounding screenshots will confirm that *Soul Reaver* on Dreamcast will be the definitive version of Eidos's excellent 3-D adventure puzzler. A full review will appear in the next issue.

information	
Publisher	Eidos
Developer	Crystal Dynamics
Players	1
% complete	95%
anticipation rating eighty-five percent	



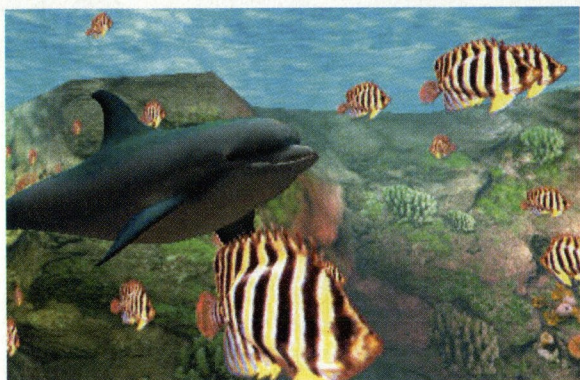
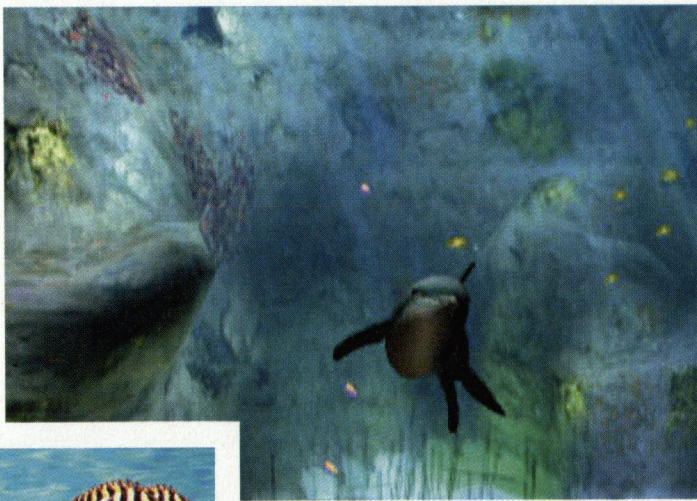


UPDATE

# Ecco's Looking Flippin' Fantastic!

With *Ecco The Dolphin: Defender Of The Future*

having now escaped from Sega's tuna net of rumour and gossip, a whole new load of screenshots have surfaced at DREAMCAST MAGAZINE. The game is currently pencilled in for European release on 7 April, but considering that Sega Europe hasn't been particularly forthcoming about the game, this could easily change. As a result, little is known about the gameplay itself other than it is obviously shaping up to be another stunning visual showcase for the Dreamcast.



# Tony Hawk's Radical Dream

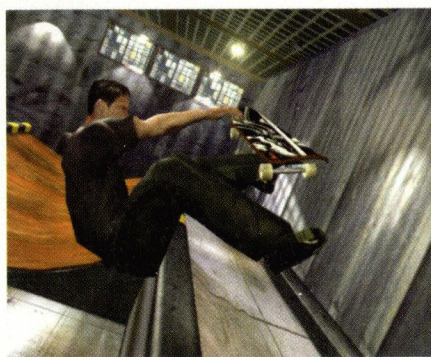
DREAMCAST MAGAZINE broke the exciting news last issue that the excellent PlayStation title, *Tony Hawk's Skateboarding*, is coming to Dreamcast. We have now heard that its original

publisher, Activision, will not be handling the Dreamcast version, but that Crave Entertainment has wisely snaffled the rights. The retitled *Tony Hawk Pro Skater* is due for release sometime during

the summer, and visually looks leagues ahead of the PlayStation original, as well as being the first version to incorporate a four-player mode.

"The Dreamcast version will take full advantage of the system's features, including highly enhanced graphics and four-player split-screen play," proclaimed Crave's Holly Newman. DREAMCAST MAGAZINE will bring you a full preview next issue.

NEWS



# Dream casting

> Ever fancied yourself as a Hollywood movie mogul? If you had to produce a film based upon your favourite Sega videogame, who would you cast? DREAMCAST MAGAZINE cracks open the celluloid with *Soul Calibur: The Movie*.

## The Pitch

The globe-spanning epic adventure tale that serves as the backstory for the game is ideal fodder for a popcorn-chomping cinema audience. Filmed in such exotic locations like southern Spain, Italy, Germany's Black Forest, Japan and the Scottish Highlands, *Soul Calibur: The Movie* will be a location manager's nightmare.

## Cervantes De Leon (Sean Connery)

Ex-Bond Sean Connery has had previous experience playing a Spaniard, alongside Christopher Lambert in *Highlander*. If look hard enough at *Soul Calibur*, you could almost believe that Namco based Cervantes on Connery in the first place.



## Siegfried/Nightmare (Brad Pitt)

'Pretty boy' Pitt has the blonde locks, the physique, and the emotional intensity to pull off the schizoid Siegfried and his twisted alter ego, Nightmare. Check out *Kalifornia* and *Fight Club*.



## Sophitia (Sarah Michelle Gellar)

Known to millions as Buffy The Vampire Slayer, our girl Gellar looks great in a mini-skirt, but can she handle a big meaty sword?



## Heishiro Mitsurugi (Mel Gibson)

Combining his performances in *Lethal Weapon* and *Payback*, the gravel-voiced Gibson would make the perfect lone warrior, bound by honour and duty.



## Ivy Valentine (Kate Winslett)

English-rose Kate certainly has the acting ability but, to be honest, we just want to see her in Ivy's kinky get-up.



## Taki (Michelle Yeoh)

Following her scene-stealing performance in *Tomorrow Never Dies* and countless Hong Kong action movies, Michelle will be no stranger to the demands of a physical film shoot.



## Rock Adams (Wolf)

The meat-necked veteran of *Gladiators* has all the necessary qualifications to play Wolf - he's built like a brick craphouse. He's also appeared in a Ken Russell movie as well... which he's probably trying to put behind him.



## Voldo (Marilyn Manson)

Already used to wearing bizarre S&M garb, controversial rocker Manson has that all-important lanky and emaciated look that Voldo aspires to.





**Dreamcast  
MOST  
PLAYED**



## Crazy Taxi

It's crazy, like Patrick Swayze! The arcade perfect conversion was one thing, but trying to crack those damn infuriating Crazy Boxes brought pre-Christmas work in the office to a standstill. Fights also ensued when 'colouring-in boy' Trent sussed most of the Boxes, and 'dead boy' Alex kept knowledge of a special speed boost to himself.

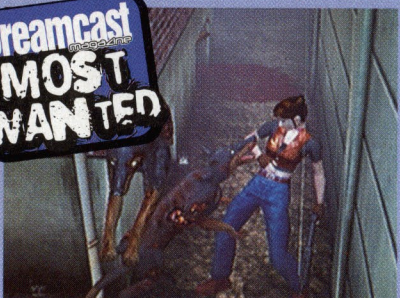
## Shenmue

Apart from the outstanding visual splendour and avant-garde design, there is another very good reason why we've been spending an obscene amount of time with *Shenmue*. And that's because our Japanese is crap! We've been flying blind, navigating our way through the stunningly rendered streets... and enjoying every minute of it!

## Chu Chu Rocket!

Along with *Crazy Taxi*, this game is guaranteed to put a smile on yourself during the last of the long winter nights. Cute, garish and addictive, Sega Europe better get off its Chu Chu and get this little beauty over here asap... this is the kind of Dreamcast game that anyone can play (and will love to in the process).

**Dreamcast  
MOST  
WANTED**



## Resident Evil Code: Veronica

Stuff *Shenmue*! The big game on Dreamcast for 2000 (as far as Stu's concerned anyway) is *Code: Veronica*. Extensive play-testing of the demo bundled with the Japanese release of *Resident Evil 2* took the team to new levels of survival horror. Check out page 14 for our initial preview, and come back next issue for our big feature.

## Sega GT: Homologation

Well, you've seen the screenshots for yourself on page eight... finished drooling yet? After the disappointing *Sega Rally 2*, the house of Sonic owes the Dreamcast faithful a serious racing experience to rival PlayStation's *Gran Turismo*. Looks like this beauty could be it. We'll review the Jap version in issue six.

## Castlevania: Resurrection

Still no news from Konami Europe whether or not *Resurrection*, the umpteenth installment in the *Castlevania* series, will appear over here. However, the latest news Stateside is that the game has been delayed until 3 September. Oh well, the more time spent in development, the better it will be... right?

**UPDATE**

# Gauntlet Legends

Sharpen up your battle axes, as this summer will see the

return, and subsequent glossing up of, an arcade classic. The four adventurers who made many a child happy in during the mid-Eighties – Warrior, Valkyrie, Archer and Wizard – from Atari's dungeon hacking *Gauntlet*, are making a welcome 3-D appearance in *Gauntlet Legends*.

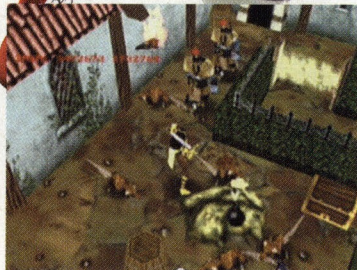
Once again evil has spawned from the underworld via a magical portal allowing the nefarious Skorne to bring his hordes of creatures to the peaceful realms of the living world. As one of nine characters (yes, that does mean there are a couple of new ones created for this remake) you must bring peace back to the land by defeating Skorne and his army of evil, as well as finding the rune stones to shut the portal again.

The action takes place across seven kingdoms and 46 levels, all of which must be cleared of any evil festering in their fetid cracks (oo-er!) All the thrilling gameplay of the arcade machine is promised, and the Dreamcast version will also feature

other modes of play apart from an arcade-perfect conversion.

"The [Dreamcast] port has taken us about three months and is about 85% complete," said producer Phillip Swett. "We will also be including the Desert and Forest worlds, that were not available on the N64 conversion."

"Dreamcast *Gauntlet* has a definite niche. We offer co-operative four player gameplay with action/adventure, hack n' slash, and puzzle elements. Not to mention a strong character base, well themed worlds and an excellent back story."



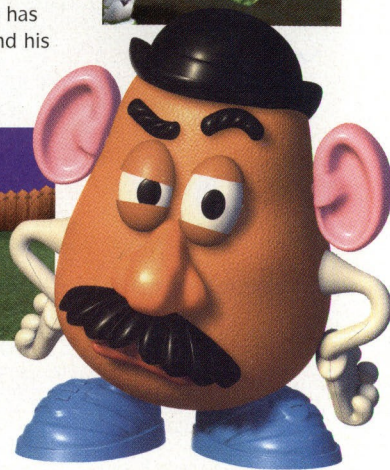
# Toy Story 2

With *Toy Story 2* already gracing other lesser consoles, Activision has at last officially confirmed

that Buzz, Woody and their plastic pals will be shortly making an appearance on the Dreamcast. The game, released during March, will fundamentally be the same as the PlayStation and Nintendo 64 versions although, of course, it will be graphically superior. The premise of the game, as in the film, is to find Woody who has been toyknapped by the evil toy collector Al. With Buzz and his mates in tow, it is down to you to rescue Woody from his fate... and it should be great fun in the process.



**NEWS**







Dreamcast

10.12.99

NINTENDO<sup>64</sup>



PC  
CD-ROM



# Shadow Man™

TM

**Acclaim**

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> *King Of Fighters '99: Evolution* from Evolution is due for release in Japan during March. The retro 2-D graphics are set for an overhaul, with SNK promising a fully 3-D experience, as well as online capabilities.

continued >

## SEGA Timewarp

In our regular Sega retro feature, DREAMCAST MAGAZINE turns back the clock to November 1995 and issue 51 of Paragon Publishing's *Sega Pro* magazine.

It wasn't all Dreamcast you know!

The house of Sega built up an enviable reputation during the early-mid Nineties with its 8-bit Master System and 16-bit Mega Drive. It was also during 1995 that Sega's next big console hope arrived on the scene... the Saturn. Ahem! Yes, well, everyone makes mistakes sometimes.



### Yesterday's News

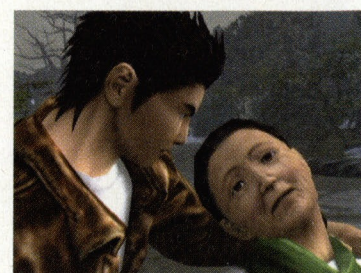
What was the hot gossip in November 1995? Well, the biggest story for Sega fans to come out of ECTS '95 was Acclaim's announcement that it would develop games for the Saturn. In fact, the company remained one of the ill-fated console's biggest supporters. Whilst the biggest piece of the misinformation was the revelation that *Star Wars: Shadows Of The Empire* was coming to Sega... luckily, that exorable cash-in ended up gracing the Nintendo 64.

### Yesterday's Games

*Micro Machines '96: Turbo Tournament* on the Mega Drive was the cover game this month, with Sega Pro declaring that it was "an incredibly playable game which sets itself apart from other racers." With Codemasters now committing to Dreamcast, an all-new *Sega Micro Machines* appearance is shaping up to be a dead cert. Another Sega Pro favourite was *Theme Park* on the Saturn, which notched up 92% with the claim that it was "as good as the PC version, if not better."

### Top Of Yesterday's Pops

UK gamers were mostly playing *Brian Lara Cricket*, *FIFA Soccer '95* and *Theme Park* on their Mega Drives, and *Bug!*, *Virtua Fighter Remix* and *Street Fighter: The Movie* on their imported Saturns.



PREVIEW

# Shenmue

## Import Copy Put Through Its Paces

Well, it is finally in the office. Arriving special delivery the day before New Year's Eve, our collective fingers were trembling as we undid the shrink-wrapping on the presentation box for Sega's *Shenmue*. The three GD-ROM experience has, on the technological front, proven to be as good as the hype. However, the fact that it heavily relies on verbal interaction between the characters you meet (in Japanese, of course), means that we've only been getting half an experience.

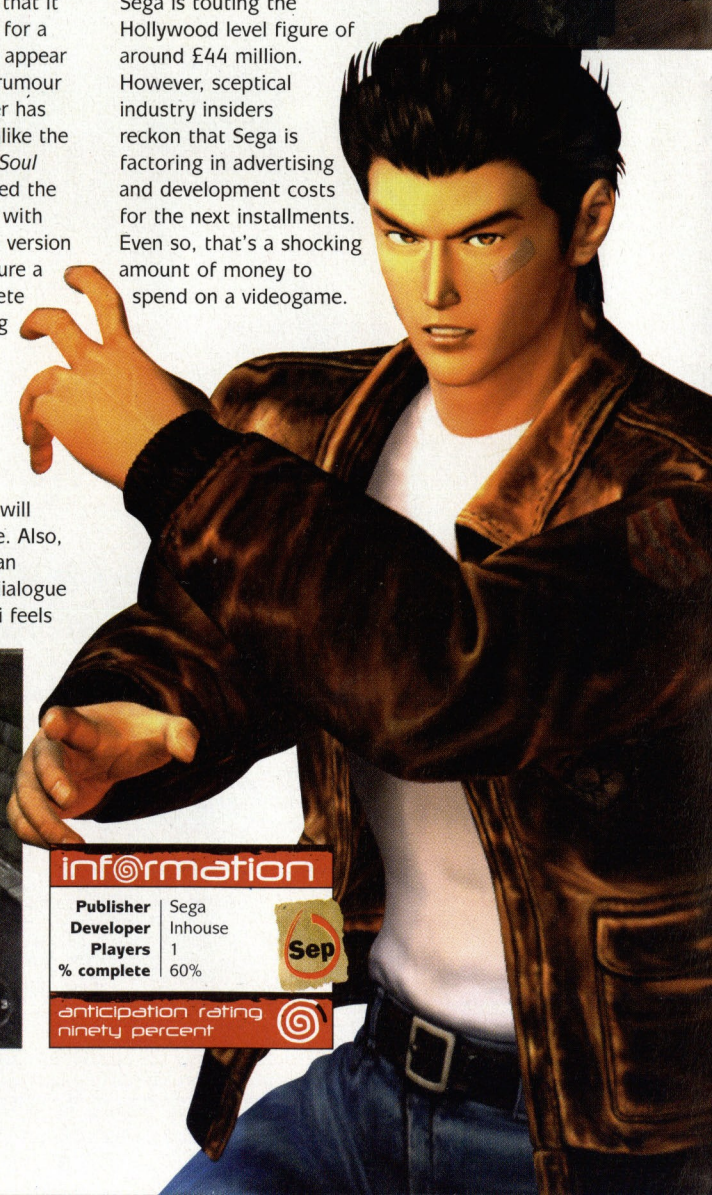
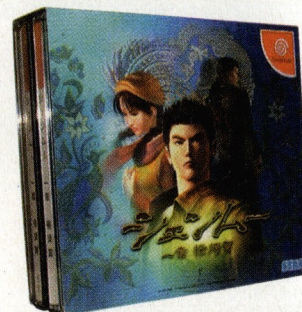
So, after much deliberation, we've decided not to run a review as such in our Japanese reviews section. Giving a percentage mark on a game which we only half understand would have been a tad, well, unfair on you crazy kids. That said, what we will give you, is an extensive preview come guided tour of the game in our next issue.

### Shenmue September?

Sega America spoke out on when the Western World could feasibly get their mitts on *Shenmue*, stating that it would be impossible for a translated version to appear before the autumn (rumour has it that September has been earmarked). Unlike the European version of *Soul Calibur*, which retained the Japanese speech but with subtitles, the English version of *Shenmue* will feature a new soundtrack replete with English-speaking voice actors.

As for future installments of *Shenmue*, its developer Yu Suzuki, has stated that chapters two to five will arrive as one package. Also, there will be less of an emphasis on verbal dialogue interaction, as Suzuki feels

that the game's characters can, "Express their emotions better through facial animations." It's obvious that a heap of money has been spent on development, and Sega is touting the Hollywood level figure of around £44 million. However, sceptical industry insiders reckon that Sega is factoring in advertising and development costs for the next installments. Even so, that's a shocking amount of money to spend on a videogame.



### information

Publisher: Sega  
Developer: Inhouse  
Players: 1  
% complete: 60%

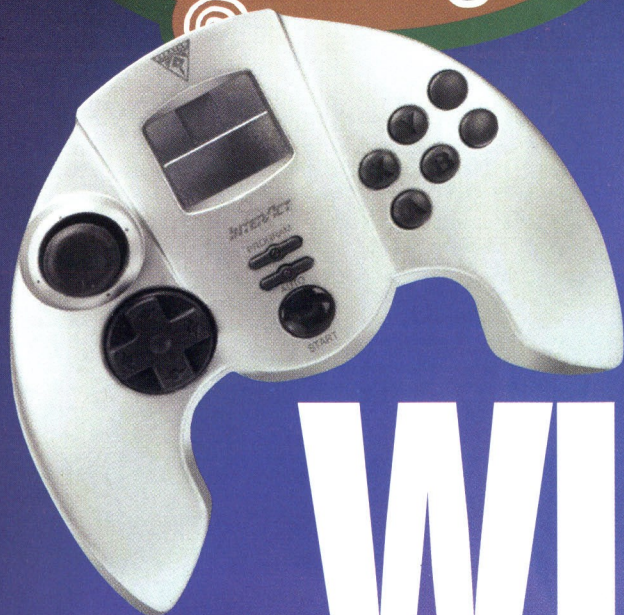


anticipation rating  
ninety percent





# competition



# WIN!

## Interact Peripherals For Your Dreamcast

As ever, DREAMCAST MAGAZINE brings you the best competitions. This month we give you the chance to kit out your Dreamcast the way it was meant to be. We've teamed up with peripheral manufacturers Interact to offer you the chance to win loads of goodies. We've got 10 Radius Steer Pads, 10 Astropads, 10 Quantum Fighter Pads, 5 Taurus Light Blasters, 10 Standard Memory Cards and 10 Expanded Memory Cards to giveaway to you lucky readers. In fact one lucky reader will receive one of each of the prizes (worth over £100) while a total of 49 runners-up will receive one of the peripherals.



To win one of these great prizes and catapult yourself into Dreamcast heaven, all you have to do is join up the dots and tell us what peripheral is hiding away. Simple, huh?

Name .....

Address .....

.....

.....

.....

.....

Postcode .....

Tel .....

Please send all entries, with your address, to the following address no later than 1 March 2000.

**Interact Competition**  
DREAMCAST MAGAZINE  
Paragon Publishing Ltd  
Paragon House  
St Peter's Road  
Bournemouth  
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Interact may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

The mystery peripheral is an interact \_\_\_\_\_

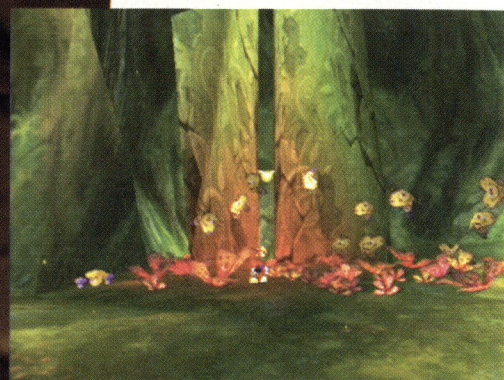
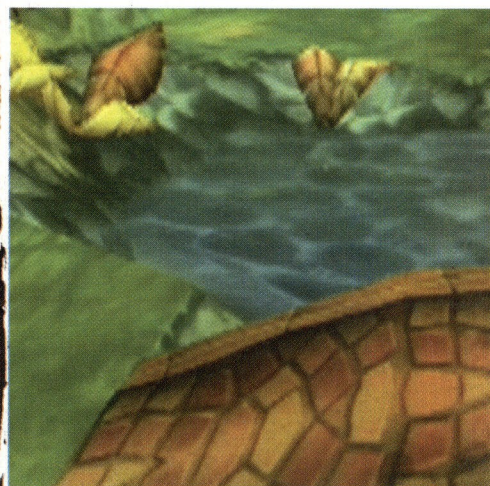
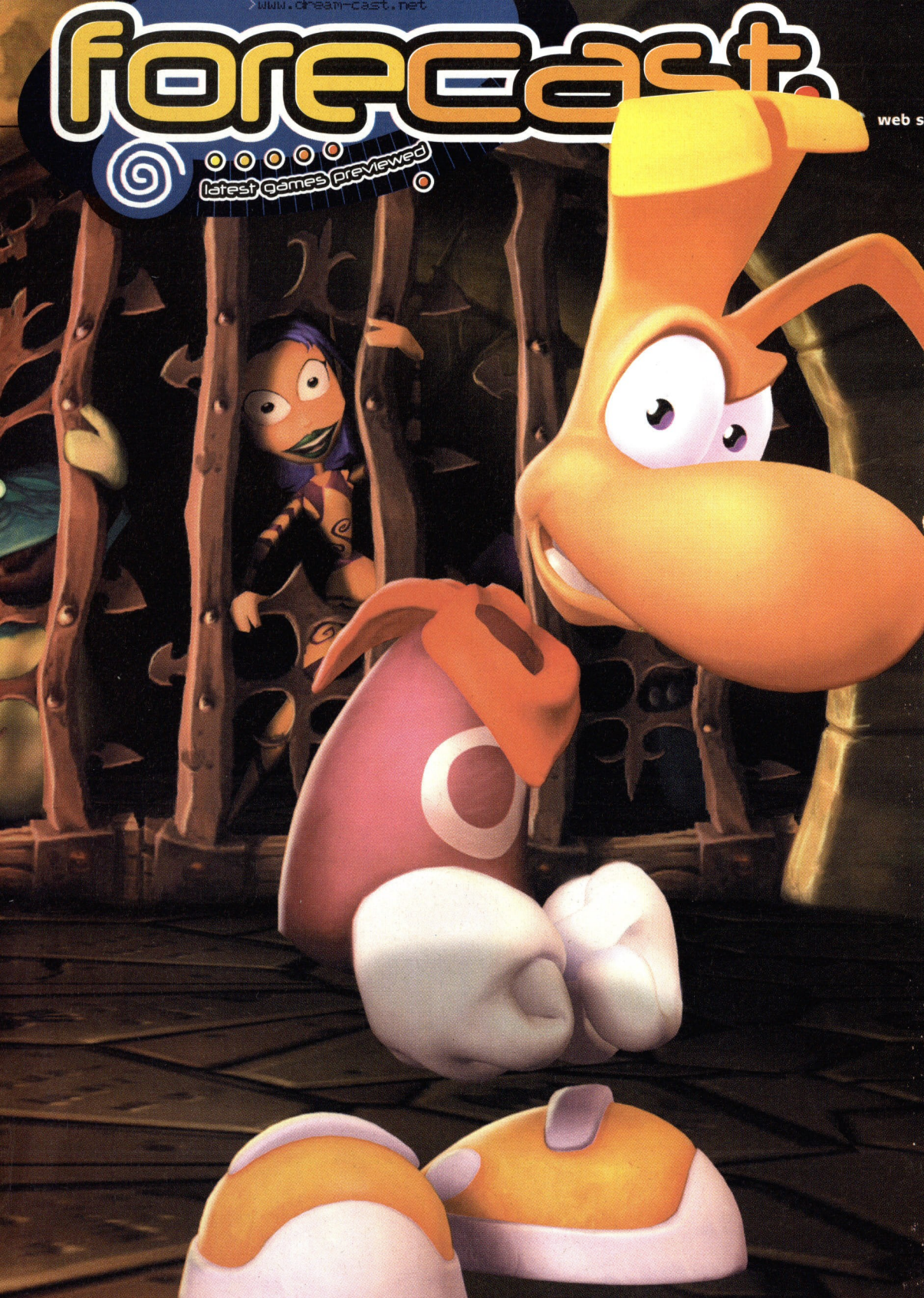


latest games previewed

# Ray

## Rayman bounds

Have you ever wanted to become a cartoon character? You have? Well, you're just the kind of looney tune nutter that Ubi Soft has in mind with its interactive cartoon, *Rayman 2: The Great Escape*.





One of the best things in *Rayman 2* is the number of mini-games on offer.



# Of Light

## onto Dreamcast

Anyone who has owned any console other than the Dreamcast

in the past couple of years will no doubt be aware of the limbless wonder that is Rayman. The French cult hero has notched up a succession of platform hits on PlayStation, Nintendo 64 and Game Boy Color, and now it's the Dreamcast's turn, with the forthcoming release of *Rayman 2: The Great Escape* in March.

The question of exactly what kind of species Rayman actually is will keep any self-respecting biologist up all night. However, we do know that this Tex Avery-inspired character has the potential to be the cartoon superhero

for the 21st Century. Regardless of where the inspiration for Rayman came from, just be thankful that it is here, as in our humble opinion, *Rayman 2* is a serious contender for the Best Platform Game Ever award, and easily has the potential to be the greatest platformer on Dreamcast.

The story for *Rayman 2: The Great Escape* owes nothing to the Steve McQueen, motorcycle stunt-riding, war movie of the same name, but follows on directly from the original *Rayman* game. Our quiff-equipped hero arrives home to discover something amiss. Intergalactic Robo-Pirates have invaded Rayman's homeland, enslaved all his mates and carted them off to a galactic circus... which is nice. If this isn't enough to

disrupt our hero's day, the tin-plated cousins of Long John Silver have also shattered the planet's magical core which supplies much needed life energy and, more importantly, Rayman's magical powers. Before he can rectify this sinister turn of events, our boy Rayman is captured, thrown into a cell on the Robo-Pirates ship... and then the control of the game is handed over to you.

### Blue Lum Rising

Your mission, should you choose to accept it, is to save all your mates who have been captured, recover all the shattered elements of the planet's core, and find four hidden masks to wake Pollochus the magician (who is the only one capable of returning your powers).



**"Intergalactic Robo-Pirates have invaded Rayman's homeland, enslaved all his mates and carted them off to a galactic circus... which was nice..."**



[1] Check out the amazing water effects! [2] The multiplayer game is a welcome addition to an otherwise superb game — nice one Ubisoft! [3] It's not just platforms you know. [4] Even barrels don't like Rayman!

## FIRST IMPRESSIONS

> They say that first impressions are lasting impressions, which is a good thing as far as this Dreamcast version of *Rayman 2* goes. The game looks lovely, has a fairy tale/cute storyline and some interesting, if not unique, gameplay elements — all the important ingredients for a great game, then?

Unlike so many games, *Rayman 2* is simple to pick up and play and won't require you to trawl through the instructions for an hour before you get to the nitty-gritty of playing the game. Ingeniously, the opening levels of *Rayman 2* actually teach you how to play the game, perform all the moves as well helping explain the story. So any potential for confusion and frustration is by-passed in a quick and easy way, making it from the outset a totally accessible game as well as engrossing.

The opening levels look like some kind of sugar-frosted wonderland — although it does get darker as you progress through the game — and has the characters to match, including the likes of Globox, his offspring, the Teensies and of course Rayman himself (whatever he might be).

Control of Rayman is a little tricky at first, but when you get going there'll be no stopping you, as you embark on your big adventure and the task of rescuing Globox and Ly. Visually, the whole game is like a treasure chest full of sparkling gems, and this despite some jerky camera angles from time to time (although these will no doubt be sorted when the game is finally released).

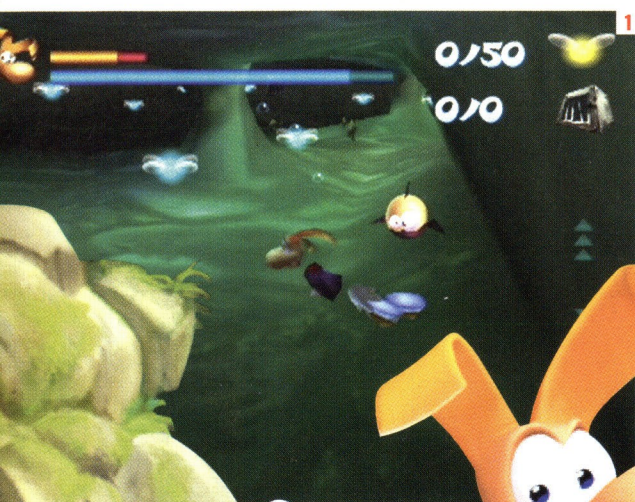
Once you've started playing, you will find it nigh on impossible to stop, so enchanted you will be by the whole experience, and the fact that 40 hours of gameplay are needed to finish it won't deter you at all. *Rayman 2: The Great Escape* is like a good old romp through the fields of adventure gaming, and simply great fun to play and to acquaint yourself with.

(continued >)

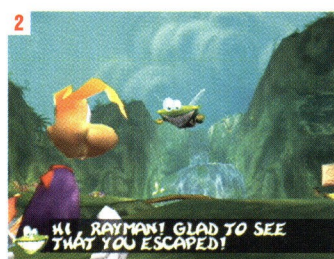


latest games previewed

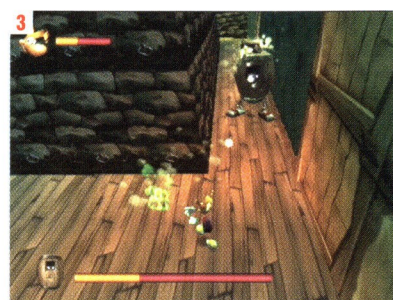
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- 1 [1] Collect the the blue Lums to enable Rayman to stay underwater. [2] What are the odds? It's a frog!
- [3] Fortunately, our hero is equipped with firepower.
- [4] The Dreamcast's graphical capabilities are used to full effect with some gorgeous light sourcing.



**"Rayman 2 is simple to pick up and play making it from the outset a totally accessible game!"**



Not enough you say? Well, there are also loads of mad sub-games and lucrative bonus stages to play over as you plough through the adventure... and let's not forget the Dreamcast-exclusive multiplayer option (see Multiplayer Madness box).

Thankfully, Rayman will not be totally without his magical powers until he's rescued the magician, as a power is returned each time you collect a piece of the planet's magical core (otherwise known as a Lum). Collect a blue Lum, for example, and Rayman will be able to breathe underwater. This may sound complicated, but like any good adventure game, you get a nice tutorial during the opening few stages to teach you all you need to know.

The Nintendo 64 version on its own was mighty impressive,

## MULTIPLAYER MADNESS

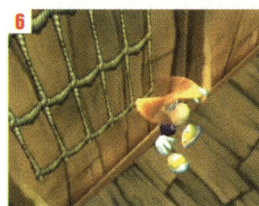
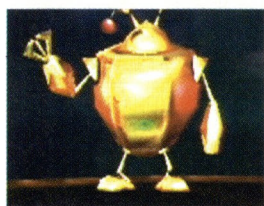
> The one thing missing from other versions of the game was a multiplayer option, but not so on Dreamcast. After all, considering that Sega intend its wonder console to be compatible with up to six billion players (although perhaps we should not take that too literally), it would have been a serious oversight not to feature at least a four-player mode.

So, it was with great pleasure that Ubi Soft showed off its Dreamcast-exclusive Globox Disk mode to DREAMCAST MAGAZINE. The aim of the game is simple, as you need to get your 'ickie' Globox to the centre of a rotating maze, pick up some lums, and get back to your homebase. The Globox who accumulates the maximum number of lums first wins. However, as well as a rotating maze,





[5] Rayman has to do battle with the evil pirates. [6] It's not just Dumbo that has dual-purpose ears. [7] There is some jumping to be done — honest!

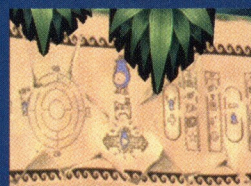


pushing the ageing system to its technological limits, but since the Dreamcast is a more powerful machine, you'll be pleased to hear that this version is head-and-shoulders above even the PC rendition. The graphics have been boosted by adding higher resolution textures, and best of all, the game will run at a smooth 60 frames per second to ensure fast play. Watch out Sonic and Mario, there's a new cute cartoon freak coming through!



there's a Globox eating critter running a circuit, as well as a host of power-ups that can scupper your opponents.

Initially confusing to play, Globox Disk is infuriatingly addictive, and whilst not as good as the likes of *Chu-Chu Rocket* (which is, after all, a dedicated puzzle/strategy title) it is still a welcome addition to an already great game.



## RAYMAN TIMELINE

### 1995

*Rayman* is launched on the PlayStation console, with a PC conversion following shortly afterward.

### 1997-1998

*Rayman Designer* and *Rayman Gold* are launched to enable gamers to build their own levels for the original platformer.

Rayman branches out into the educational multimedia (*Rayman Dictations*, *Rayman By His Fans* and *Rayman Forever*).

### 1999

The Rayman television series goes into production, and is due for worldwide airing in late-2000.

The Rayman educational line expands, with multimedia titles for children from nursery to high school learning level. By the end of 1999, Rayman products have sold over 4.5 million copies worldwide.

Rayman is now both a huge brand and a recognisable figure appearing on everyday items like cartons of milk, television ads, Oasis softdrinks and even has his own McDonald's Happy Meal!

Launch of *Rayman 2* on the N64 and PC (N64 version goes to number one in the Nintendo 64 charts). The PlayStation Platinum release of the original is still hugely popular, and remains in the top 15 in the all formats videogame chart.

### 2000

*Rayman 2: The Great Escape* launched on Dreamcast with new levels and an exclusive multiplayer option.

## Dreamcast magazine anticipation rating Oct

Publisher	Ubisoft
Developer	In-house
Players	1-4
% complete	95%



summing up> Platform gaming taken to a whole new level. Geddit?



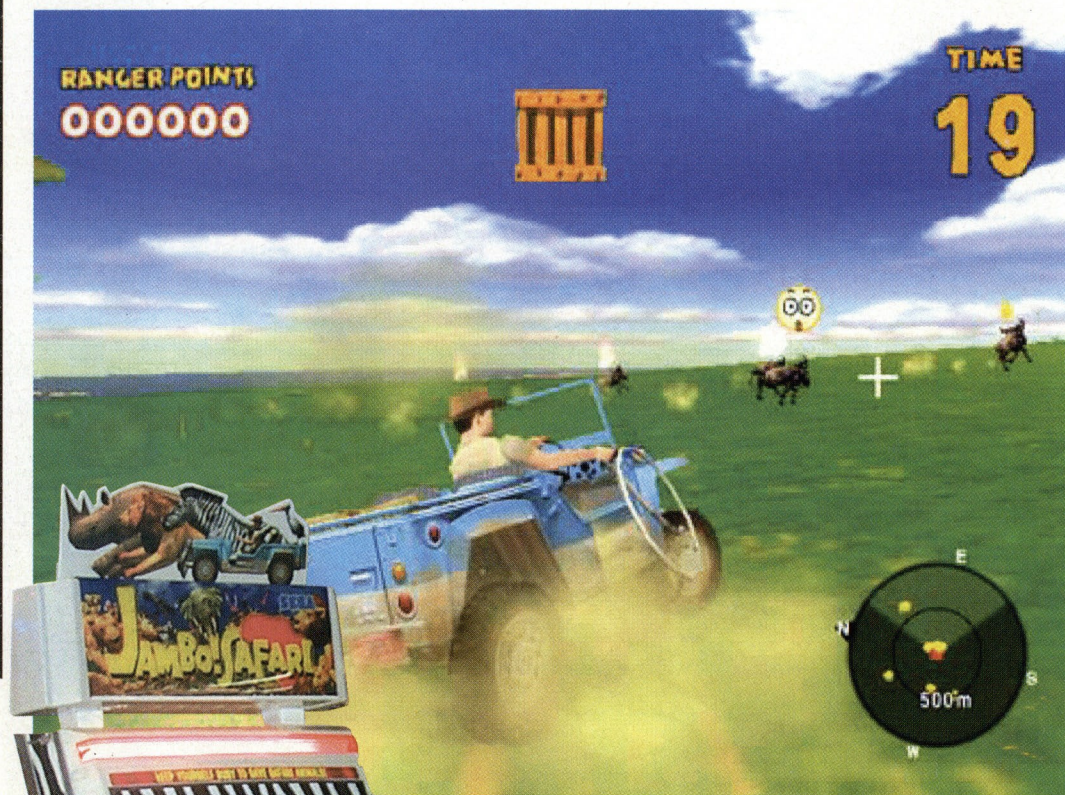
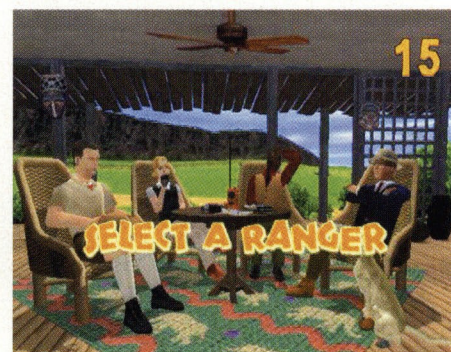
Fancy going deep into the wild and untamed bush of Africa to gallivant around the countryside for a spot of hunting? If you do then *Jambo! Safari* is the game for you.

# Jambo!

• > Once in a while you'll play a game so bizarre and with such a novel premise that you've just got to give it a go. *Jambo! Safari* is such a game, it's nothing short of fantastic fun to play and, like *Crazy Taxi*, it's almost the perfect arcade game. How on Earth do you come up with the idea of a game set in a safari park slap bang in the middle of Africa? Think of it what you like but in the end it's sheer genius, however mad it might seem.

## Surfing Safari

You're on safari riding around in your 4x4 safari jeep as one of four park rangers and you must go out and catch various beasts of the bush. There are white rhinos, gazelles, giraffes,



## VOX POP

In the euphoria of having fallen in love with this game we sent our resident monkey-boy, Alex Warren, down to the local Sega Park to make sure that we weren't the only ones who were mad for a bit of animal action. Here's what he found out.



### Alan Grant

Age: 23

Occupation: Doctor

What do you think of *Jambo! Safari*? It's completely different, fast-moving and really good fun to play.

Would you buy it on Dreamcast?: Yeah, it's a good laugh.



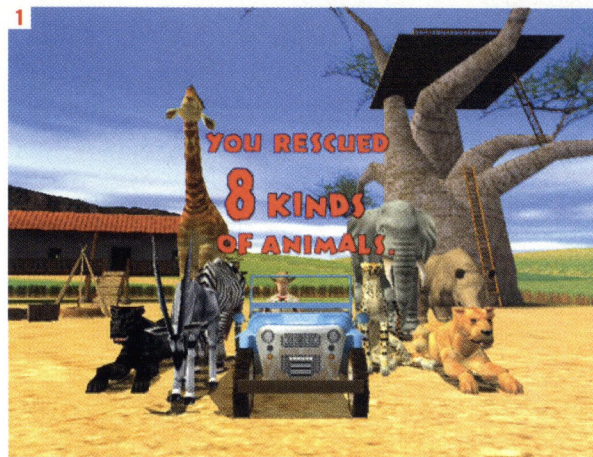
# Safari

elephants, lions, hyenas and a whole load more (in fact there's a total of 28 different species on offer) You name it, this game's got it – or rather you've got to go out and catch the buggers. Animal rights activists need not be alarmed though – it's all perfectly pain free... honest! Armed with just a lasso and a net, you have to bomb around the wastelands in your jeep looking for various species of wild beasts to ensnare. Your first task is to capture three different animals and once that's completed you move on to the next stage and so on until you're so good you're appointed as a park ranger in your own right. Control is simple and the gameplay brilliant as you follow the arrow to the nearest beast before cocking

your arm, spinning the rope and looping it over the animal's neck before finally releasing the net and capturing the hard won prize.

There are four stages in the game ranging across Africa, from the Embaba Plains to the Shetani River, and six different levels of difficulty. It might seem a bit wacky but it is great fun to play and incredibly satisfying when you land that four ton rhino, 30 foot giraffe or incredibly dangerous lion. Of course, the beauty of all this lies once again in the fact that as it's on a Naomi board it's more or less guaranteed a Dreamcast release sometime in the next year or so. And if it's not, then it damn well should be.

**Alex Warren**



[1] It's all one big happy family in the wastelands. [2] There are two modes allowing you to refine your hunting skills. [3] You must catch all the animals, however big they might be.



**Steve Gillen**

Age: 17

Occupation: Shop Assistant

What do you think of Jambo! Safari?:

It's all right. It's like a cross between Crazy Taxi and Sega Bass Fishing.

Would you buy it on Dreamcast?:

Possibly.



**Mark Trimby**

Age: 21

Occupation: Head Barman

What do you think of Jambo! Safari?: It's mad, but it's really enjoyable to play.

Would you buy it on Dreamcast?: Definitely, it's really cool.



**Kerry Swain**

Age: 21

Occupation: Assistant Manager, Sega Park

What do you think of Jambo! Safari?: It's good fun to play but the gameplay's too short.

Would you buy it on Dreamcast?: Probably not because it's not long enough.



continued >





## infoburst

Extra information

> By some strange coincidence (or not, as the case might be) there is a Jambo Safari tour operator based in South Africa that runs trips to Botswana, Namibia and Zimbabwe. If you have got your Dreamcast online check out <http://www.jambo-safari.co.za>

[1] Long legs means high speeds. [2] Riding wild beasts is taken a step too far. [3] The king of the bush wasn't gonna hang around protecting his patch.



## Gavin Dyas

Age: 23

Occupation: Reduction Technician

What do you think of Jambo! Safari?: It's not a bad game for a bit of a laugh. It's definitely original.

Would you buy it on Dreamcast?: Not too sure. I'd have to play it some more.



## Chris Heap

Age: 12

Occupation: Student

What do you think of Jambo! Safari?: It's all right. Catching animals and stuff is fun.

Would you buy it on Dreamcast?: Yes, definitely.



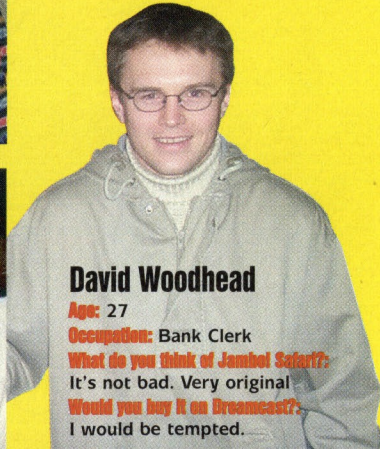
## David Woodhead

Age: 27

Occupation: Bank Clerk

What do you think of Jambo! Safari?: It's not bad. Very original.

Would you buy it on Dreamcast?: I would be tempted.



## Mark Ewing

Age: 24

Occupation: Student

What do you think of Jambo! Safari?: It's very nice, with good graphics. It's great fun to play when you get the hang of it.

Would you buy it on Dreamcast?:

I suppose... maybe.



## John Bannerjee

Age: 23

Occupation: Pre-sales Engineer

What do you think of Jambo! Safari?: Novel. I've not seen anything like it before. It's a really cool idea, though.

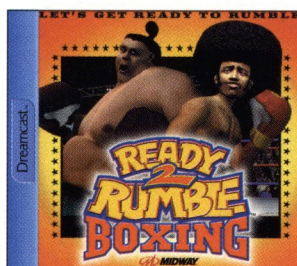
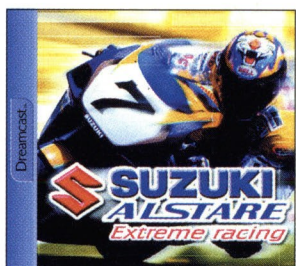
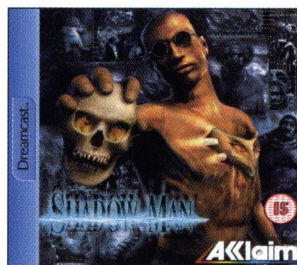
Would you buy it on Dreamcast?:

Probably not but it is good fun.





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## DANGEROUSLY ENTERTAINING





# When Wo

Ever wondered what it is that puts the 'mad' into 'mad-Jap' games? Read on to discover just why Japan dominates the creative idea pool of the humble videogame.

When the first 'TV game' had its genesis in 1971 under the guise of *Pong*, few people could portend that in as little as ten years hence, one country, Japan, would begin a near monopoly on the core of videogames. By core, I don't refer to such trivial matters as graphics or heroines with chests that make Everest seem like a hillock by comparison. I mean the ostensible reason we all play games; originality and immersive pleasure. A world that is engrossing, dynamic and allows for a complete suspension of disbelief, such as Hyrule in *Zelda 64*, or the verdant world portrayed in *Sonic Adventure*.

Much as adolescents may salivate in a hormonal frenzy over the doubtlessly inevitable *Tekken 7* or *Tomb Raider X: The Final Tenuous Cash-In*, the majority of us still retain that substratum of euphoria for a truly revolutionary game, not a safe and sanitised sequel. Such revolution almost invariably comes from Japan. The question is 'why?' Naturally, the UK has

produced its compliment of game Svengalis. The pantheon includes Matthew 'Jet Set Willy' Smith, Jeff 'Llama' Minter and David 'Elite' Braben. However, consider the most popular (and lucrative) games and characters of recent years: *Tekken*, *Final Fantasy VII*, *Mario*, *Sonic*, *Solid Snake* and even the ravenous *Pac-Man*. All hail from Japan, lovingly called Nippon by its residents. Japan: an innocuously small country that has had a massive impact on global culture.

## Smash the Stereotype

When the mind turns to Japan, a myriad of stereotypes present themselves: businessmen hammered on saké warbling karaoke, sycophantic bowing, Animé, obscure gadgets and the ability to purchase used schoolgirls' pants and sanitary products from ubiquitous vending machines. Japanese culture is not constrained by the same taboos that govern British conduct. Deconstructing the Japanese culture reveals a few



*"Japan: an innocuously small country that has had a massive impact on global culture..."*







# Olds Collide...

fundamental points that begin to explain differences in what makes joypads catch both here and over there. The fact that beat-'em-ups, football and driving games still sell phenomenally well in the UK, as well as comprising a large proportion of the UK Dreamcast launch line-up, are testimony to the fact that, at least in the realm of videogames, we are somewhat wary of fresh ideas; preferring *Fifa 2000* to *Gallop Racer* or a particularly detailed and laborious RPG. The Japanese are ready to accept anything new, as long as it gets merchandised up to the hilt with toys and keyring games (see boxout). *Pokémon* is a prime example, as well as a typically 'Mad Jap' one that UK gamers have embraced. Cons for a Dreamcast equivalent are looking uncertain in the UK, with UK gamers reluctant to employ a state-of-the-art console to play a glorified *magotchi* game.

## Hard Couture

If you cast your mind back to your cynion youth, there was almost certainly a point where your peers/family/friend/backbench MP has castigated you for playing games. In the UK perspective, games are still in the domain of children or nerds, despite the recent efforts of *Kingpin* and *Soul Calibur* to get a more adult, Gen-X demographic. We have Sony to thank for the mainstream acceptance of the videogame, with their razor-sharp and post-modern advertising campaign, a

campaign that Sega have attempted to utilise into the UK Dreamcast launch with some success. In Japan, gaming is a social pursuit, enjoyed by all ages.

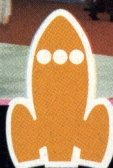
It is a common sight in Japanese arcades to see businessmen at 3am dancing on the latest 'rhythm action' game. Given that contemporary Japanese life is lived to capacity, amongst a phalanx of others, the escapism offered by games is far more welcome than in the comparatively more *laissez-faire* UK. Homogenised Japanese housing instils in them an understandable and healthy lust for the surreal and fantastic, the more outré the better. Arguably a better manifestation of escapism than ten pints followed by a dodgy curry...

## Pachinko Wizard

Despite the wealth of technological gadgetry available in Japan, one of the most popular games is *Pachinko*, a deceptively simplistic game that resembles a rudimentary pinball machine and has not the merest hint of a semi-clad schoolgirl. Ostensibly, a *Pachinko* machine is a vertical cabinet littered with small nails and ruts. The object of the game is to insert small ball bearings into this 'run', getting the balls into a scoring zone and earning, curiously, more balls. This Pavlovian reward scheme is able to keep Japanese gamers more enthralled than any silicon-based entertainment. *Pachinko* is an odd one to categorise, as many Japanese games are certainly challenging (though Japanese gamers

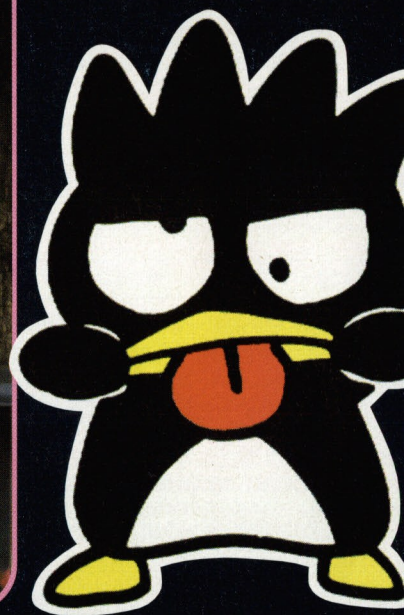
expect to finish games and developers actually tone down the difficulty levels accordingly) and involve a steady and concerted input of skill and discipline.

The fact that *Pachinko* is a game of chance and tradition may attenuate the argument for Japan as a doyen of technological advance. The truth is that Japan is, in part, so successful that they are able to embrace all that is innately traditional in their society and build upon it for their surging forward to the next extreme. In fact, the Japanese love of *Pachinko* is somewhat similar to the way UK gamers enjoy retro games. Although the prospect of *Horace Goes Skiing Pachinko* is one even the Japanese will probably never realise. No money, no ski.



continued >





## BLIGHTY-PROOF GAMES

> It is tellingly indicative that many Japanese-developed Dreamcast titles will never make it to these shores on general release. Here are some of the absolute gems that you may want to harass your importer about:

### Chu Chu Rocket

A Sonic team developed game that focuses on the long-term animosity between cat and mouse. The puzzle premise is simple; use directional floor tiles to lure mice into a rocket. Like all the best Jap puzzlers, it's a simple premise with sadistic addictiveness.



### Elemental Gimmick Gear

A traditional 'top down' RPG with incredible depth and superb 3-D combat. Would potentially do well in the UK.



### Jojo's Bizarre Adventure

Based on the popular Manga, it features the usual pantheon of outlandish characters in utterly hyperbolic combat. More anarchic and fun than the precision of *Virtua Fighter 3tb*.



### Shengoku Turb

Another cult Jap girlie title that sees you hacking up rival girls. Popular with adolescents. Unsurprisingly.

### Rainbow Cotton

Surrealist fun with a flying girlie. Somewhat similar to *Mad Panic Coaster* on the humble PlayStation.

## Electric Sheep

We all thrive on the deity-like prowess of governing the line between life and death, all being a megalomaniac in our own small way. Whereas we UK gamers pent out our mortality frustrations with combative titles such as *Command & Conquer*, the Japanese mould mortality in the guise of winsome, cute pets. It all began with *Tamagotchi*, a fad that rooted itself in the UK for a brief duration, yet still remains tenaciously in its native Japan with titles such as *Monster Farmer* and *Pokémon*. The chance of a UK Dreamcast seeing anything like an artificial life sim are scant at best, with PlayStation *Tamagotchi* sinking like Vanessa Feltz on thin ice.

Many British gamers have an aim; to win. Be that in quelling Bowser, Saving Gordon Freeman in *Half-Life* or beating Dural in *Virtua Fighter 3tb*. Japanese gamers are more enthralled by the experience of the game in itself, in the rearing of these creatures. Yet, this does not answer the riddle as to why the Japanese so thrive on these 'pet' games. Given that the majority of Japanese accommodation is cramped and packed to density, many populated areas have banned pets, to increase communal living

standards. We have no need for *Tamagotchi* and its ilk as we can easily acquire a cat, dog or marmoset. Japanese gamers do not have the option given the prohibition of domestic pets, making Pikachu the closest many of them may come to an actual pet. All the boons without any of the crap, vomit and leg shagging.

## Idea Pool

Take a look at the general roster of UK Dreamcast releases. Apart from the surreal (and, naturally, Japanese) *Pen Pen*, we have a plethora of driving games and sequels. As Japan is being enthralled by *Shenmue*, we can look forward to stunningly rendered yet trite continuums on the racing/fighting ethos. One would almost think that the UK gamer is being both pigeonholed and patronised in one fell swoop. Game production in the UK is a typically underwhelming experience, a small step away from the pallid bedrock coders of the Spectrum era. However, in Japan it is a task of Hollywood proportions, with game designers such as Nintendo's Shigeru Miyamoto and Sega's Yu Suzuki revered as titans amongst men.

Japanese game production seems almost draconian in its precision, with coders working on a specific aspect of







the game, and one aspect only. A colossal maelstrom of ideas that coalesce into a cohesive whole; an original game with a believable world. The most behemoth of these teams are destined to work on RPG's, such as *Final Fantasy VIII* or *Shenmue*. The UK perception of the RPG is still one of a game played by compulsively masturbating adolescents with more acne than Michelle Fowler.

In Japan the RPG is one of, if not the, principal game genres played. An interesting dichotomy to the *Fifa* titles dominating our domestic charts. Interestingly, the Japanese obsession with the RPG is analogous to their passion for virtual pets, each involve the nurturing of a character and statistics to appease even the most anally retentive. Whereas we British gamers covet adrenaline from our games, the Japanese, like the gentle undercurrent of their traditions, prefer the gentle, plot led RPGs. The most telling example of this is in *Final Fantasy VII*, a game lauded over in the UK for its sumptuous graphics and in Japan for the depth of plot.

## Charting Trends

In the nature of gaming obsessions, there is one noticeable difference that perhaps accounts for the entire schism between the British and Japanese taste for games. Japanese culture is 'fad' based, and the same is certainly true of their gaming tastes. A certain genre will dominate for a period of several months (for example, the transient obsession for virtual dating

simulations) only to be replaced by a new gaming trend. The Japanese gamer knows and expects evolution and radical ideas. In short, an almost complete gaming overhaul several times a year.

Naturally, the UK is also subject to such fads, yet fads always instigated by another country. Normally Japan. Focus back on our own gaming tastes for an instant. The best way to highlight the entire point of this feature is to compare charts between the UK and Japan. On average, titles such as *Tomb Raider*, *Fifa* and *Tekken* seep into our charts and remain sluggishly there as dry rot. The Japanese charts are in a state of perpetual flux, a rapid river of continuity due to the sheer number of consumers and the faddish nature of genre trends. The Japanese charts will contain eclectic titles such as *Get Bass*, *Favourite Dear* (RPG/dating sim) or *Monster Farm 2* (Tamagotchi-style arena combat). Perhaps it is not the Japanese games that are eccentric and screwed up. Perhaps it is the UK games scene that is sterile and lacking innovation, staggering towards a creative death, aided by such mediocre Dreamcast titles as *Millennium Soldier: Expendable*, *Psychic Force 2012* and *Buggy Heat*.

**Nick White**

## SELL OUT

> In Japan, gaming is not merely relegated to a CD. Japanese gamers see gaming as a lifestyle and surround themselves with merchandise to match. A popular game character soon becomes the victim of exposure overkill, being embossed on keyrings, action figures, toilet roll (I kid you not. Wipe your arse with Pikachu!) and snacks. Game figures are celebrities in Japan. Even game music sells on CD, as well as obscure titles such as *Hentai Anime Strip Poker*. A recent poll in America proved that Mario is more recognised a figure than Mickey Mouse. UK gaming culture, apart from the lurid Lara Croft dolls, has failed to embrace this profitable venture, ensuring that games stay where we seem to feel they belong. As games. Thankfully, however, this also means that the UK will never encounter the abhorrent and putrescent evil of *Hello Kitty*.



*"In the UK perspective, games are still in the domain of children or nerds, despite the recent efforts of Kingpin and Soul Calibur to target a more adult, Gen-X demographic..."*



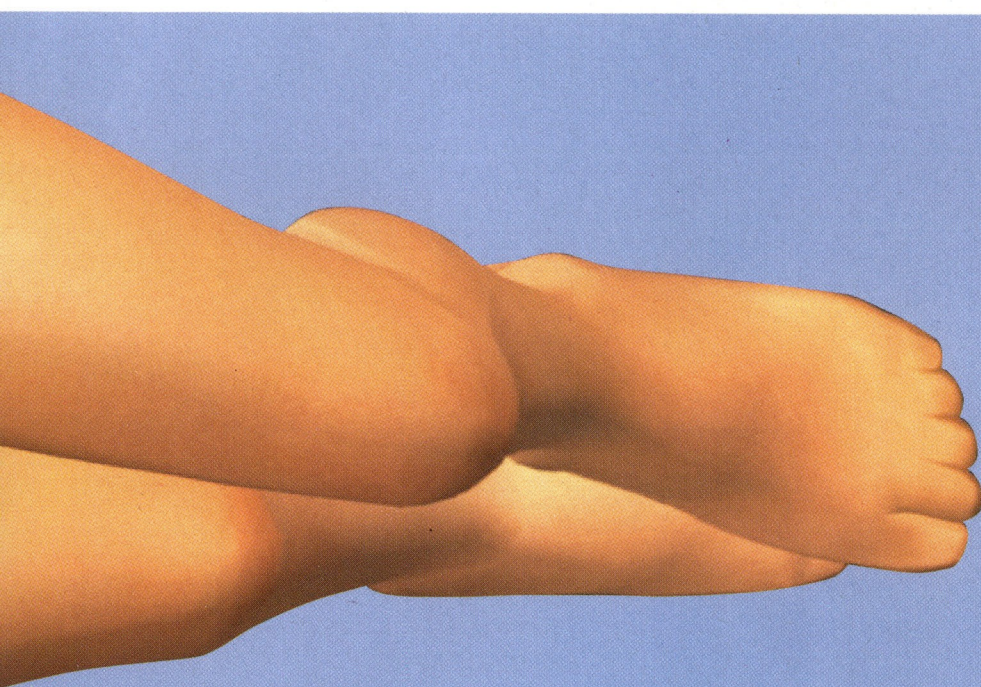


# Dead Or Alive 2





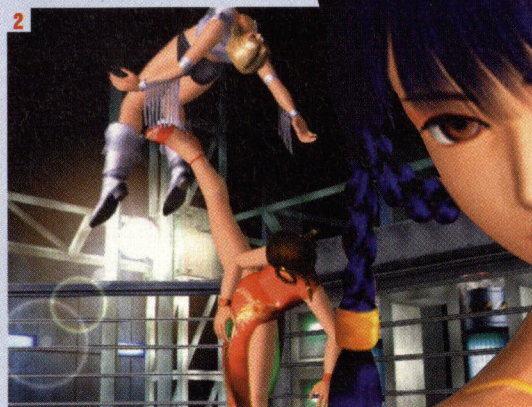
# Alive & Heaving



Over the next eight pages, you'll meet four of the sexiest women from one of the biggest games on the Dreamcast in 2000 – Dead Or Alive 2. Try not to be eaten alive...

continued >





- [1]** Ayane's swift left foot sweeps Lei-Fang off of hers.  
**[2]** Her evening gown may well seem an unusual choice during a fight, but at least Lei-Fang has the leg-room to pull off stunts like this.



©TECMO, LTD. 1996,1999

## Lei-Fang

> Looking all sweet and innocent in her skin tight yellow bikini, Lei-Fang is a Chinese beauty in all senses of the word... as well as proving to be a bit of a femme fatal at the same time. An expert in Tai Chi, Lei-Fang certainly knows what she's doing when it comes to fighting those bigger than her under the *Dead Or Alive* spotlight. An elegant fighter if ever there was one, with a penchant for head over heels attacks, but she can't half pack a punch – now I wonder where she gets the weight for that from...?

レイ Fang



©TECMO, LTD. 1996,1999





[3] DOA2's Tag team mode allows you to chop-and-change between two characters of your choice. [4] Even under close scrutiny, the 3-D graphics give genre-leader Soul Calibur a run for its money.



## Ayane

> The sister of Kasumi, Ayane is worthy of special attention as she is every bit as glamorous as her sister and just as much of an eyeful... if not more so! Wandering around in her blue bikini only serves to increase her appeal even though like her sister she is an irritating fighter due to her spending an inordinate amount of time in the air and on top of her opponents. Still, can't be all that bad!

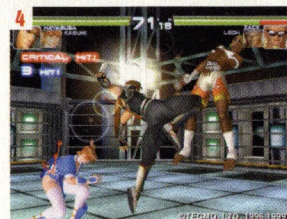


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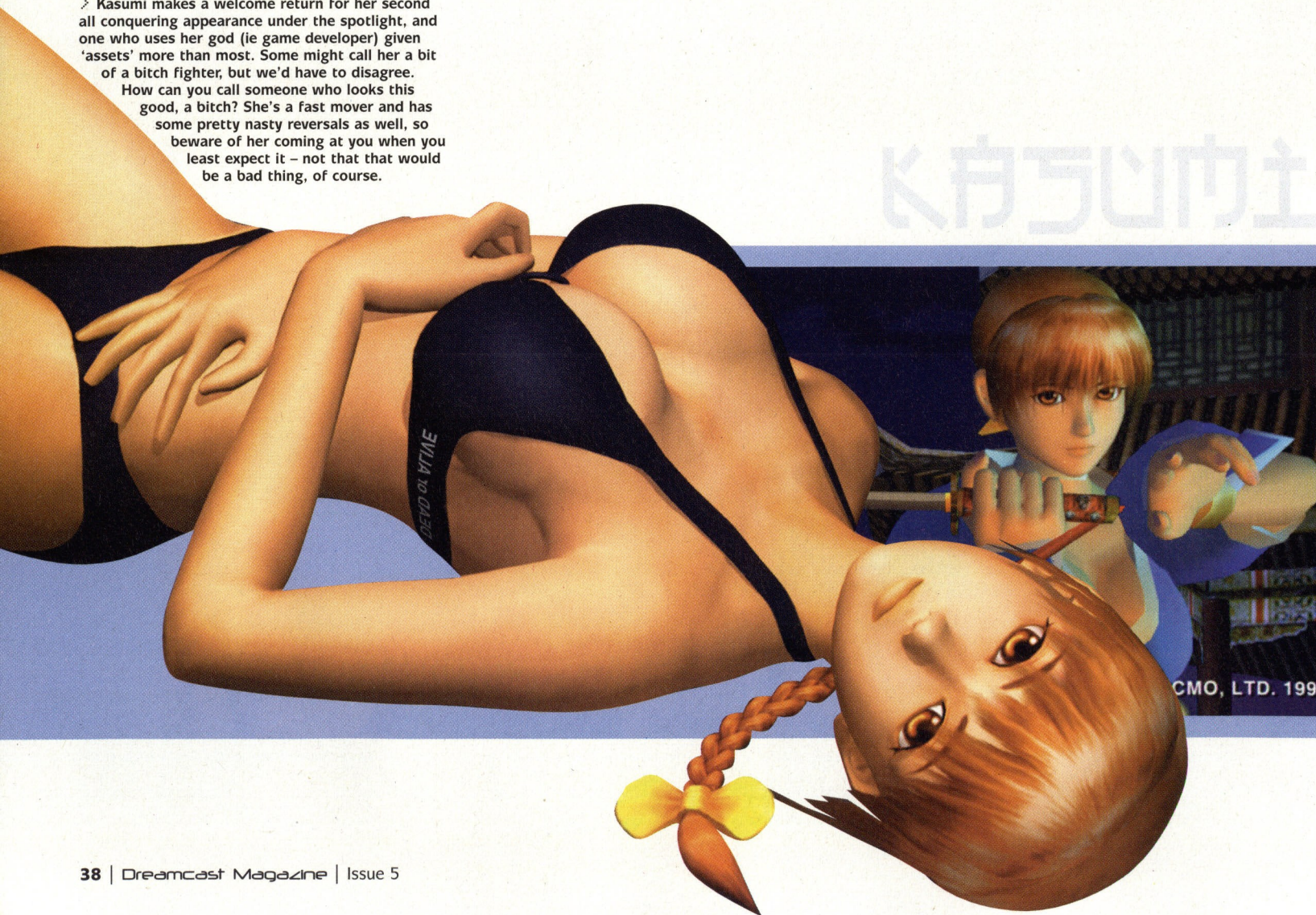
[1] Is it us, or does Bass look more than a little like Hulk Hogan? [2] Believe it or not, there is someone under Kasumi... That's gotta hurt! [3] Vogue! Strike the pose. [4] Kasumi takes a breather as Hayabusa knees Leon in the nether regions.



# Kasumi

> Kasumi makes a welcome return for her second all conquering appearance under the spotlight, and one who uses her god (ie game developer) given 'assets' more than most. Some might call her a bit of a bitch fighter, but we'd have to disagree.

How can you call someone who looks this good, a bitch? She's a fast mover and has some pretty nasty reversals as well, so beware of her coming at you when you least expect it - not that that would be a bad thing, of course.

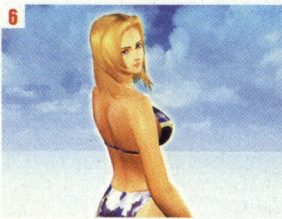




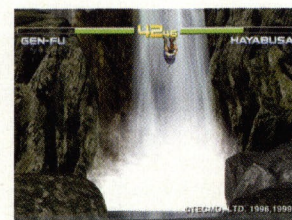
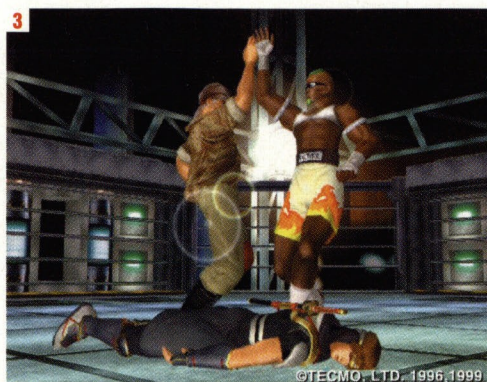
# Tina

> Tina, is another girl returning to the *Dead Or Alive* arena, only this time she's gone for an image make-over with dyed blonde hair and we reckon an implant or two. Still she shapes up pretty well. In fact she even has her own catwalk parade on video at [www.tecmo.com](http://www.tecmo.com). However, don't let her looks deceive you as she's one of the best fighters in the game. Make sure you watch out for her legs which are particularly dangerous due to their impressive length. She is, in every respect, the consummate *Dead Or Alive 2* babe.

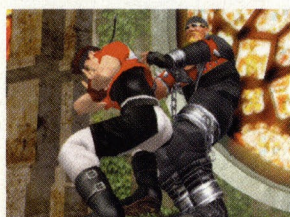
[5] Sigh! It's not all work, work, you know. A busy fighting gal needs to relax now and then. [6] Pandering to type, it comes as no surprise that 'blonde babe' Tina is one of DOA 2's most popular characters. [7] Bass finds his meaty kick easily deflected by Tina... wotta gal!







[1] In this bout, Helena teams up with the old master, Gen-Fu... they're winning too! [2] Is Helena as innocent as she looks? [3] Looks like we have a clear winner. [4] Helena takes time to survey the gorgeous 3-D environment.



✦ The definition of a cyberbabe first appeared when Lara Croft hit the gamesplaying public in the original *Tomb Raider* game back in 1996, and since then she's adorned more glossy magazine covers than Cindy and Elle put together... well, possibly. However, the whole definition of what makes a cyberbabe is set to be redefined with the release of Tecmo's *Dead Or Alive 2* on the Dreamcast during the spring. Unlike the original, the characters in this arcade conversion are fully 3-D, and you can take it from us that the end result is more than an eyeful!

It has been suggested that the future stars of the fashion catwalks will not be constructed from flesh and blood, but from the fevered imaginations of computer programmers, rendered up from the sort of material that usually puts hair on the palms of your hands. Tecmo is certainly stating the case for the CG supermodel with its ridiculously

proportioned, but nonetheless stunning, collection of wannabe Miss Worlds. Sit back, relax, and get comfortable, as we introduce you to the highly (ahem) titillating world of *Dead Or Alive 2*, a game that you'll definitely be wanting to get your sweaty mitts on...

## Better Off Dead?

Judging by the scantily clad lady folk with heaving cleavages in Tecmo's promotional campaign for *Dead Or Alive 2* (hey, you can hardly miss them, can you?) it looks as if the developer is going all out for the sexist perv vote on this one. After the huge success of the *Dead Or Alive* in the arcades and on PlayStation who can blame them? Nowt wrong with that, sex sells after all, and just like any other industry, what matters at the end of the day is sales... and lots of them. It's an easy equation to make, even for those of us without a GCSE in maths: sex equals sales, sales equal money and money

equals power. So it seems that Tecmo is on to a bit of a winner in the shallow 'tits and arse' stakes. But can it back it up with a decent game?

The good news is that underneath all that glamorous make-up job lies a supermodel of a beat-'em-up, with the potential to give *Soul Calibur* a run for its money. So now that we've established that it's not a shining example of a politically correct game, it's time to make our way through the heaving bosoms and forests of flowing locks, and turn our attentions to the real business of gamesplaying.

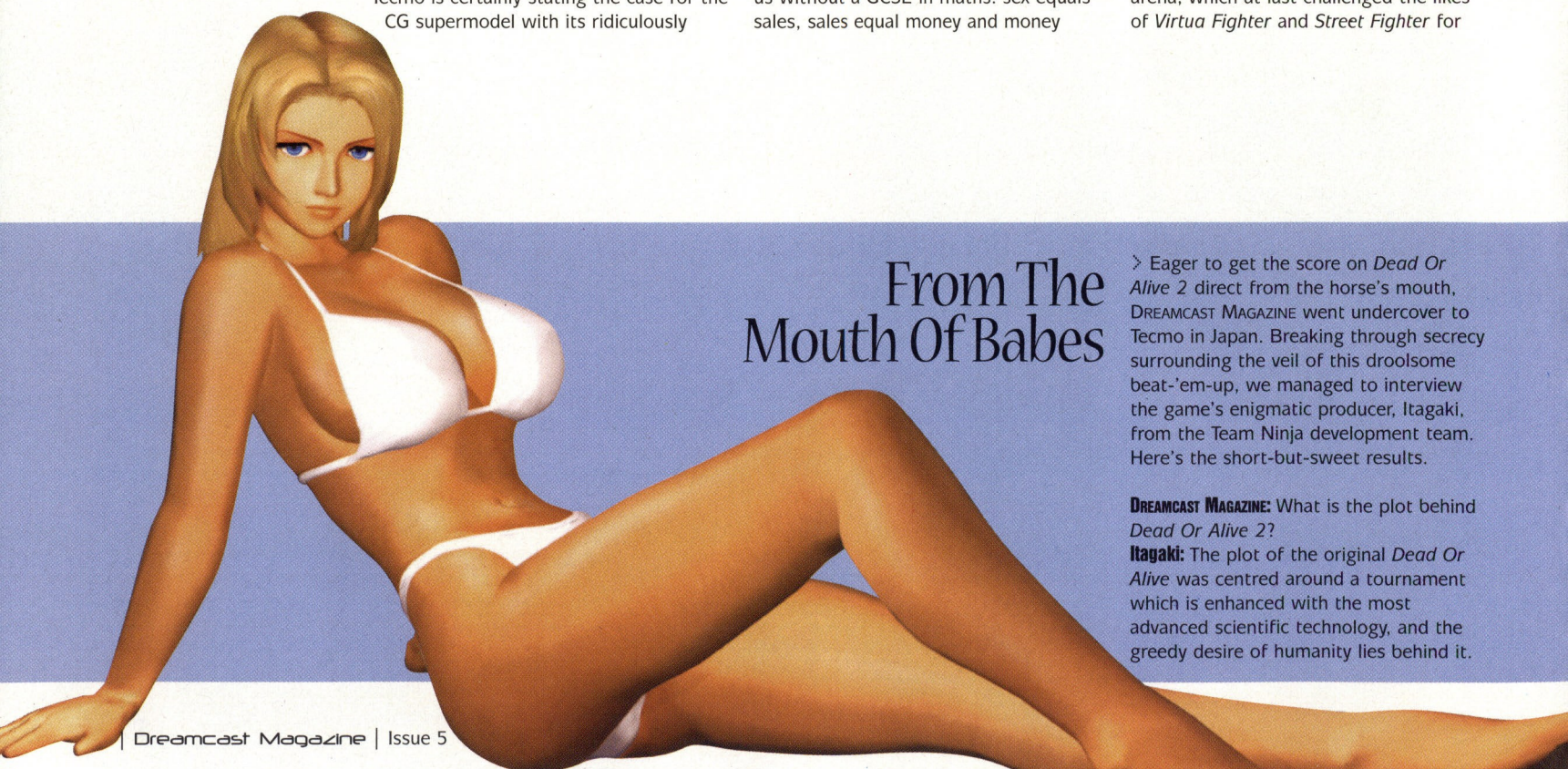
The original *Dead Or Alive*'s success wasn't purely down to the virtual babes (although they certainly helped), but rather its success stemmed from the fantastic visual quality of the game and its equally mesmerising playability. Here was a new contender in the beat-'em-up arena, which at last challenged the likes of *Virtua Fighter* and *Street Fighter* for

## From The Mouth Of Babes

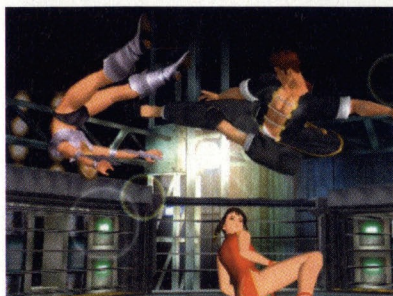
> Eager to get the score on *Dead Or Alive 2* direct from the horse's mouth, DREAMCAST MAGAZINE went undercover to Tecmo in Japan. Breaking through secrecy surrounding the veil of this droolsome beat-'em-up, we managed to interview the game's enigmatic producer, Itagaki, from the Team Ninja development team. Here's the short-but-sweet results.

**DREAMCAST MAGAZINE:** What is the plot behind *Dead Or Alive 2*?

**Itagaki:** The plot of the original *Dead Or Alive* was centred around a tournament which is enhanced with the most advanced scientific technology, and the greedy desire of humanity lies behind it.







the top spot. It was a game that breathed new life into a genre which was beginning to become somewhat stale, and it looks like *Dead Or Alive 2* will do much the same thing on Dreamcast.

## Virtual Vixens

The new and improved *Dead Or Alive 2* features over half of the original characters making a welcome return to the fray. And this time they're accompanied by a fresh new load of faces, no doubt plucked (as are their bikini lines) from the modelling agency just around the corner. Oh, and although you'd be forgiven for not noticing, Tecmo has also included some male characters to balance the scales somewhat.

With the use of the Naomi-board, *Dead Or Alive 2* takes a further giant leap into the beat 'em-up foray with graphics and animation so mind-blowingly awesome that they literally knock you out. Trust us when we say that

you'll be just as amazed at *Dead Or Alive 2* as you were when you loaded up *Soul Calibur* for the first time. The characters look phenomenally detailed, but the most obvious graphical enhancements (apart from the breasts) are the interactive 3-D backgrounds and free-roaming levels – which are similar to Capcom's sublime *Power Stone* – that give you the opportunity to cause as much destruction and ruin as you desire.

In accordance with this grand scale of action, the actual fighting arenas – which include a mountain shrine, cathedral, and Arctic plains – are fantastically detailed and expansive. The fights themselves move smoothly and slickly at a frighteningly quick pace (Tecmo is apparently hoping to maintain a speed of 60fps) with the characters moving just as a martial artist would in real life. The moves, though somewhat outlandish as you would expect from such a game, are as effective as they are impressive.

Coupled with this is the way in which the game utilises Team Ninja's Real-time Dynamics Simulation Engine in order to make clothes, hair and other things, respond to the movement and actions of the character. All of these elements combined make *Dead Or Alive 2* look even more advanced. As well as all this, the game will feature Tag-Team, Survival and Practice modes on top of the standard Arcade mode, which all means that there will be loads of hours of gameplay to be had.

With all this in mind, you might well wonder why Tecmo needs to rely on Page Three type antics to get the game noticed. Visually and technically, *Dead Or Alive 2* is up there with the likes of *Virtua Fighter 3tb* and *Soul Calibur*, so does it need the T & A factor? Maybe not, but it certainly grabs your attention, doesn't it?



The strongest of the world's fighters gathered at the tournament from all over the world to fight each other. And again, a new tournament is about to start. The warriors now mount their individual stages with caution and heavy thoughts. Each character has their own story, which is related to the player through the real-time movies seamlessly inserted within the gameplay.

**DM:** How many playable characters are there in DOA2? And how many of these are hidden within the game?

**Itagaki:** There are 12 playable characters, and as for hidden characters... no comment!

**DM:** How many levels are there?

**Itagaki:** There are currently 12 to 15 stages, with several original stages already added over the arcade version of *Dead Or Alive 2*.

**DM:** How long has *Dead Or Alive 2* on Dreamcast been in development?

**Itagaki:** As of December 1999, the Dreamcast version of *Dead Or Alive 2* has been in development for two months, and we expect to complete the project by February 2000.

**DM:** What features of the Dreamcast version of DOA2 are you particularly proud of and why?

**Itagaki:** Everything! Seriously, once you see the final product, you will understand why.

**DM:** Who is your favourite character?

**Itagaki:** Kasumi. She has been a main character of the *Dead Or Alive* series, and please understand, she is like a Venus to me.

**DM:** What's the Dreamcast like to develop for?

**Itagaki:** Simply good!

**DM:** What games are you playing at the moment?

**Shenmue.**



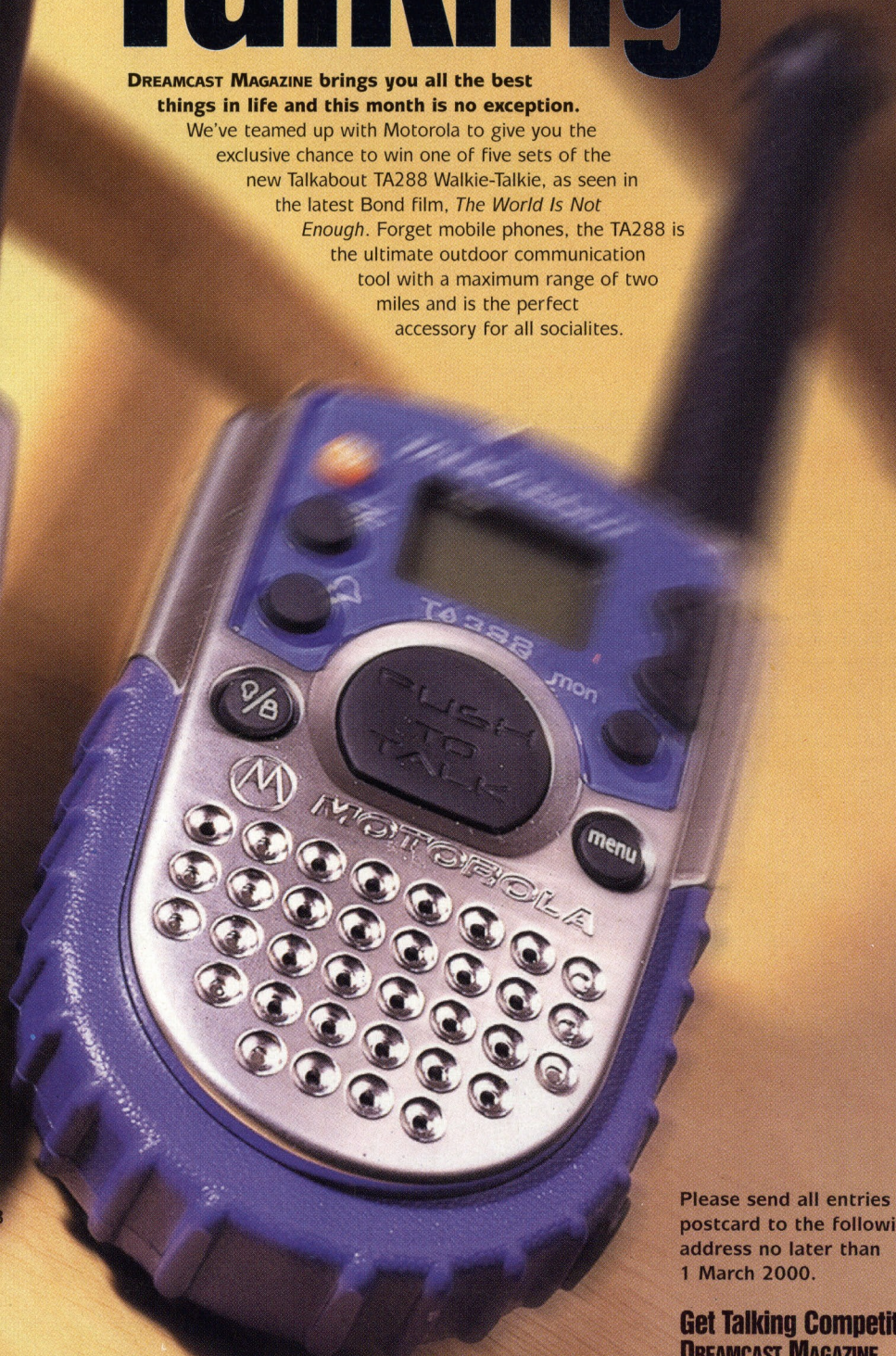
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Five sets of  
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## Smooth Talking

**DREAMCAST MAGAZINE brings you all the best things in life and this month is no exception.**

We've teamed up with Motorola to give you the exclusive chance to win one of five sets of the new Talkabout TA288 Walkie-Talkie, as seen in the latest Bond film, *The World Is Not Enough*. Forget mobile phones, the TA288 is the ultimate outdoor communication tool with a maximum range of two miles and is the perfect accessory for all socialites.



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**Is it:**

- (a) 2 miles
- (b) 5 miles
- (c) 10 miles

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Motorola may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

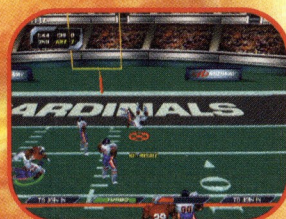
Please send all entries on a postcard to the following address no later than 1 March 2000.

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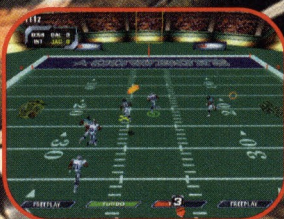
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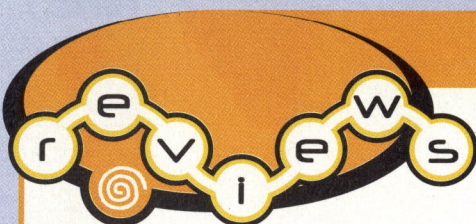
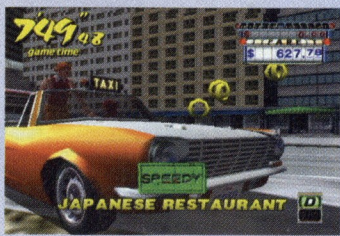
# the dreamcast



THE BIG REVIEW

## Crazy Taxi

46 Massive review of Sega's manic arcade-perfect driving game!



### 74> Virtual On!

The beat-'em-up genre takes on a whole new metallic form in Sega's giant robot fighting feast!

### 76> Street Fighter III W Impact

### 78> Berserk

### 78> Star Gladiator 2

## Import Reviews



### 78> Death Crimson 2

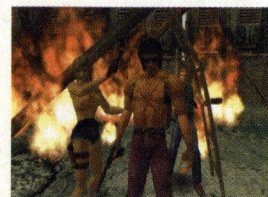
### 78> Jet Coaster Dream

### 78> Bakuretsu Muteki Bangaioh

## UK Reviews

### Zombie Revenge

52> The living dead get up to all sorts of mischief – they're just asking to be blown away!



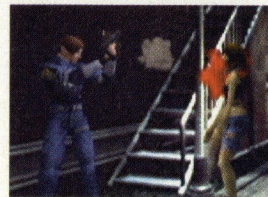
### Virtua Striker 2 Version 2000.1

54> Own goal or hat trick? The beautiful (arcade) game gets that special Sega treatment.



### Resident Evil 2

60> The most dangerous city in the world finally makes it to the Dreamcast – be afraid!



### Armada

64> Star Trek meets Asteroids in Metro3D's stunning strategy shoot-'em-up.



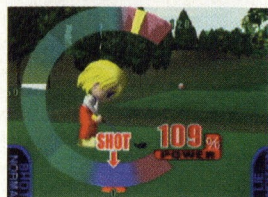
### Evolution

68> Finally the Dreamcast gets an RPG! But the question is: Is it any good? The jury's out...



### Tee Off Golf

72> The cute sports titles start here. But will this golf game go with a Sch-wing? Find out here!





# PS All the latest Dreamcast games reviewed and rated!

## ESSENTIAL INFO

Find out who the publisher and developer are, when it's out, how many players – you know the essential stuff!

## COMPANY WEB SITE

Check out the game online at the software company's Web site – You might want to check 'em out!

## VM INFO

Sega's cool memory card and PDA has some unique features. They are all detailed in this special section.

## AWESOME MOMENT

A stand out moment from our extensive playtest of the game – prepare to be amazed!

## 2nd OPINION

As if one expert opinion wasn't enough. We give you a further point of view to help you make those informed purchases!

## DM RATING

A synopsis of the game. If you are too lazy to read the whole review then this will tell you if it's worth selling your Granny for.



## Dreamcast magazine

THE SCORING SYSTEM MADE EASY

90% + above

Stop everything, raid that piggy bank because games that get our Ultra award are superb and must be bought!



75% – 89%

Now we're talking. Games that get 75% and above are seriously worth buying, if not entirely perfect.

50% – 74%

Games that are enjoyable – particularly if you are a fan of the genre – but just aren't fantastic.

25% – 49%

Still not particularly good and definitely in the 'avoid like the plague' territory.

24% – 0%

A very, very poor game and one that nobody deserves to be saddled with – not even your worst enemy!

## Dreamcast solutions

Every month we put on our gaming hats to bring to you the latest hints, tips and cheats. If you just can't get gaming satisfaction, then we're here to help!

## The best cheats for the latest games



## Toy Commander

Complete walkthrough of Sega's wacky shoot-'em-up.



This month, after the season of excess, we have all been suffering from a variety of ailments...

## Dream team

### Simon Phillips

Pork Pie Withdrawal Syndrome, which has rendered the 'Lipster' scurrying around in the search of pasties...  
Game Of The Month – Crazy Taxi



### Stuart Taylor

Envy. Considering that the rest of the team have been bragging about their Christmas 'activities'...  
Game Of The Month – Resident Evil Code: Veronica (demo)



### Alex Warren

After the festive season, our man Alex has been suffering from MFS or Moist Finger Syndrome...  
Game Of The Month – Croquet



### Nick Trent

Exhaustion. His Millennium antics left the boy Trent in no fit state to return to work. What a lightweight!  
Game Of The Month – Crazy Taxi



### Lou Wells

Lou's suffering from Chocolate and Bubble bath overload – has no one got any inspired present ideas?  
Game Of The Month – Kerplunk





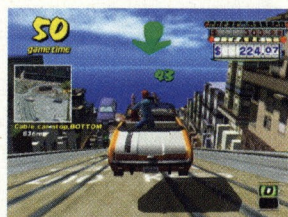
# Crazy

Sega's arcade conversion of Crazy Taxi pulls up to Dreamcast Mag's bumper.

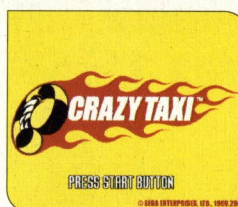


[1] The cafeteria is a decent hike away, so Axel had better get 'cra-zee' and put his foot down to earn a decent tip.

[2] Whether you call 'em shopping centres or malls, as far as BD Joe is concerned, it's another stretch of road to pelt across.



## essential information > Crazy Taxi



**Publisher** Sega  
**Developer** Sega  
**Origin** Japan  
**Price** £39.99  
**Genre** Arcade/Racing  
**Release** 18 Feb



one players



arcade stick



race controller



vibration pack



visual memory

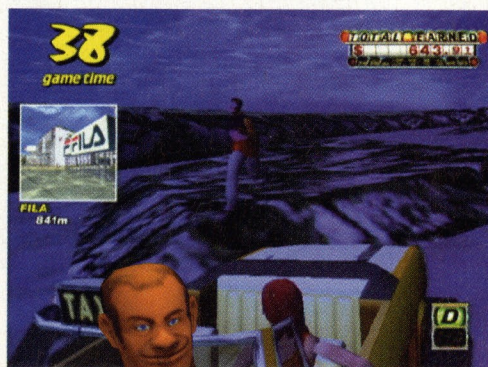
**VM**  
information

Save position Y  
Logo during play Y  
Mini-game N

## Recent converts to the Dreamcast platform have never had it so

good. In the past few months, the quality and quantity factor has been high on equal, with the sublime *Chu Chu Rocket!* and arcade-perfect *Zombie Revenge* being the two shiniest diamonds in the pre-Christmas software release rough. So, with its first international Christmas behind it, the Dreamcast can rest on its laurels until well into the spring, right? Not a chance.

Careening down a one-way street, mindlessly scattering the pedestrians in its path, comes *Crazy Taxi*. Another arcade-perfect conversion of a Naomi-board coin-op, with a welcome host of new additions to boot. This beauty wasn't expected to arrive in Japan until late-January, but nonetheless a fully







# Taxi



viewable copy for the UK market arrived in our surprised (but no less weary) palms at the beginning of December... and no work was done for a week... or maybe three. In fact, what happened to Christmas and New Year?

For those who haven't frequented their local arcade hall for a while – or who missed our *Crazy Taxi* feature last issue – a brief explanation of the game's aim is perhaps called for. You choose a cabbie, you drive around the city, you pick up a passenger, you take them to their destination, and you perform tricks for extra tips. Repeat until you run out of time. There, is that brief enough?

As with all great ideas, *Crazy Taxi*'s premise is a simple one, but in practice it's a turbo-charged, tan-yellowed beauty of epic proportions. It's a fully-adrenaline rush experience to belt full throttle over a hill, leaping over ramps and cars in a ludicrous *Streets Of San Francisco* homage. Like *Driver* on

PlayStation, pedestrians leap out of your path – no matter how hard you try and hit them – trash cans and newspaper booths bounce off of your bonnet, and fellow commuters honk and beep as you side-swipe them. The arcade game was pure fun squeezed into a plastic display cabinet, and the Dreamcast version is an exact carbon copy with the major plus points of two additional gaming modes: Original and Crazy Box.

## "You Lookin' At Me?"

The Arcade mode does exactly what it says on the tin – it's no more, no less than a flawless arcade conversion. What else would you expect? If Sega isn't able to successfully port over one of its own Naomi-board games over to the Dreamcast then something is sorely amiss. After all, this was one of the main selling-points for Sega's überconsole in the first place. So, the quick-fix nature of the Arcade game is accounted for, but it

## Three Degrees Of Crazy

> It's not simply a matter of taking your prospective fare to their desired destination. Oh, no. *Crazy Taxi* positively encourages you to earn tips by performing the kind of saucy moves seen in the *Dukes Of Hazzard*. Here's the big three:

### Crazy Jump

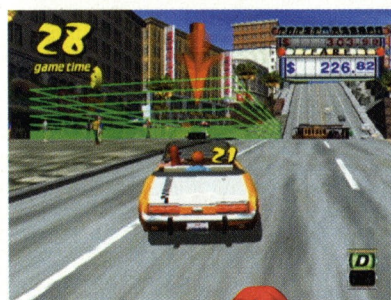
Well, those conveniently placed ramps on the back of some of the trucks aren't simply there for decoration. Cannonball over congested traffic, give your passenger a brown trouser moment and rake up some top-tippage in the process.

### Crazy Drift

The successful execution of a Crazy Drift requires you to quickly shift into reverse whilst driving forwards before yanking it back into drive again and steering hard left or right. A tad fiddly at first, but the whoops and hollers of your passenger will let you know if you've done it right.

### Crazy Through

"Hang on to your lugnuts!" The Crazy Through is sure to give you a nervous tick, as you need to drive suicidally close to other cars, trucks and trams. Pulling this one off will require you to suck other vehicles' backdraft, with your first few attempts probably resulting in a multi-car pile-up... never mind, eh?



AXEL



GINA

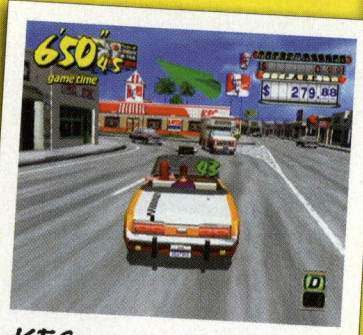


BD JOE

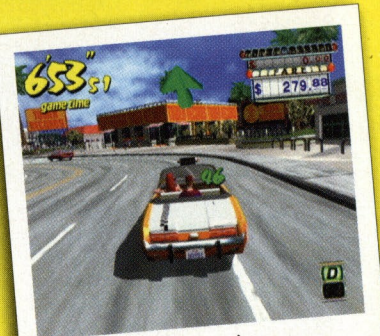
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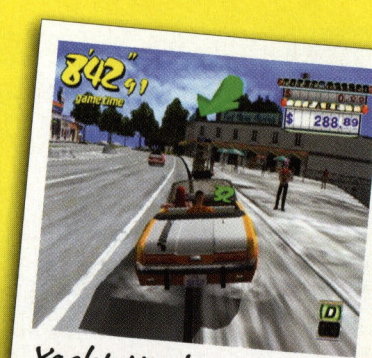
KFC



Tower Records



Pizza Hut



Yacht Harbour



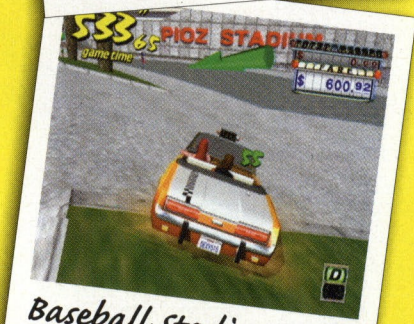
Church



Heliport



RB Station



Baseball Stadium

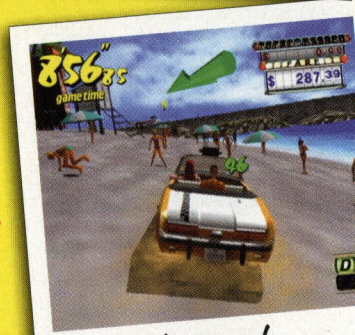
## DRIVE ME CRAZY

> Welcome to the Arcade city. This handy map, courtesy of DREAMCAST MAGAZINE, will help you find your way around the sights of this busy seaside metropolis.

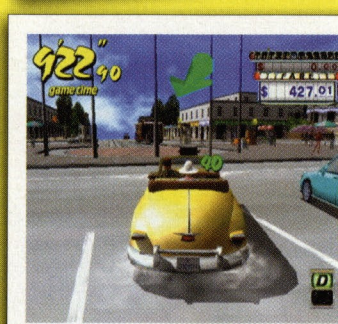


- 1 Tower Records
- 2 KFC
- 3 Church
- 4 Heliport
- 5 R.B. Station
- 6 Baseball Stadium
- 7 Police Station
- 8 Clock Tower Theatre
- 9 CT Hospital
- 10 Sky Bank
- 11 Boarder's Paradise
- 12 Mall W
- 13 Mall N
- 14 Crown Arena
- 15 Osmous Hotel
- 16 Bus Terminal
- 17 Lookout Tower
- 18 Fire Station
- 19 Tennis Courts
- 20 University of S.C.G.P.
- 21 Cable Car Stop (Top)
- 22 Sail Street
- 23 Freshree Street
- 24 Cable Car Stop (Bottom)
- 25 Seaside Market
- 26 Westside Beach
- 27 Yacht Harbour
- 28 Cafeteria
- 29 Pizza Hut
- 30 Square Park
- 31 Popcorn Mania
- 32 FILA
- 33 Original Levi's Store

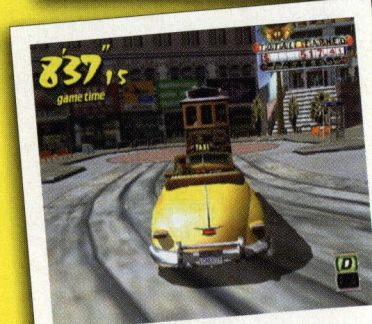
Starting Point



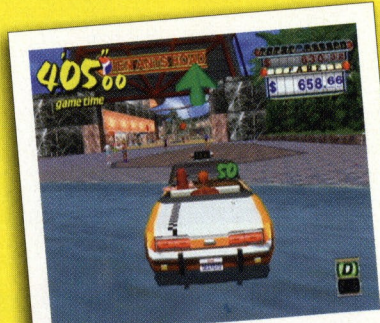
Westside Beach



Cable Car Stop Top



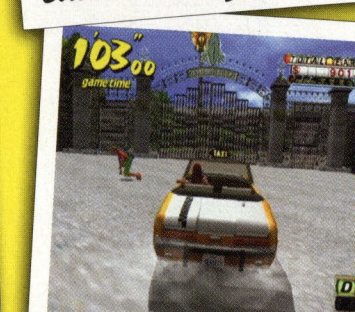
Cable Car Stop Bottom



Mall W



Tennis Courts



University of SCGP



## "Crazy Taxi is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..."

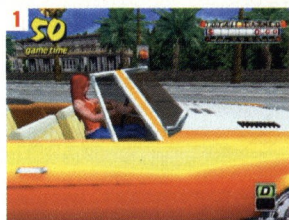
is the extra features that really add weight to the Dreamcast version. The aforementioned Original mode is essentially the same game, but with shiny new hubcap extras, like completely new locations, and additional time to pick up fares and explore your surroundings.

The third gaming mode is Crazy Box: a cheeky arcadey take on *Gran Turismo*'s Licence mode, where you need to perform a number of tasks within a time limit. These vary from the bog-standard dropping off of a fare, to bursting 20 balloons, and even knocking over seven sets of bowling pins. What's that, Billy-serious-pants? You expected something a little more realistic?

In a true test of console might, *Crazy Taxi* was vying for attention with the PlayStation biggie *Gran Turismo 2*, which arrived in the DREAMCAST MAGAZINE office at the same time. There could be no greater way of ascertaining the power – or lack thereof – of Dreamcast. Whilst

the initial crowds swarmed around our preliminary bashes of the Crazy one, some were tempted away by *GT2* (bloody heathens!) but most soon came back. The consensus of opinion being that they were underwhelmed by the dull graphics and tired gameplay offered by Sony's driving effort, and were eager to try out as the office's top cabbie.

Which brings us along nicely to the fact that a modicum of skill is required when it comes to hitting the streets. The time limit means that you can't really afford to swan off on a sightseeing tour, so it pays to stop as close to a prospective passenger as possible (they have a coloured stop zone encircling them – aim for the middle and you can't go far wrong). Also, mastering the Crazy Drift (aka, a temporary speed boost) will allow you to reach your destination that much quicker, ensuring customer satisfaction and the resultant big tip. Whilst customers like a dash of excitement thrown in with



[1] Gena's bumper is the kind we'd like to pull up to. [2] The overhead camera allows you to play the game in a Grand Theft Auto style... or something like that. [3] Whoa! Gena's no slowpoke, and she rakes up some major tippage as a result.



## OPENING THE CRAZY BOX

> The major addition to the Dreamcast version of *Crazy Taxi* is the thumb-rottingly addictive Crazy Box mini-game mode. Initially, there are nine mini-games on offer, with a further seven being opened after you successfully complete some of the challenges.

Once it has got its hooks in you, the Crazy Box mode will take over from the main Arcade and Original gaming options. Primarily because the challenges can be so tough, so frustrating, and so God-damn compulsive! All played within tight time limits, the challenges can range from bursting a number of balloons; knocking down giant bowling pins, picking up and dropping members of a baseball team, and running a complete circuit of the Arcade course. Here's some of the more memorable buggers:

### Crazy Bowling

Catapult your cab down a giant bowling alley, performing Crazy Drifts to knock down the seven sets of bowling pins. The corners are nasty in this nightmarish test of speed, dexterity and nerves.



### Crazy Zigzag 2

The designer of this one deserves to be shot. As hard as nails, Crazy Zigzag 2 can bring grown men to tears. You need to drop each one of your seven passengers off on a corner of the jetty. Bigger up your Crazy Drift and you'll find yourself on a one-way trip to Davey Jones's Locker.



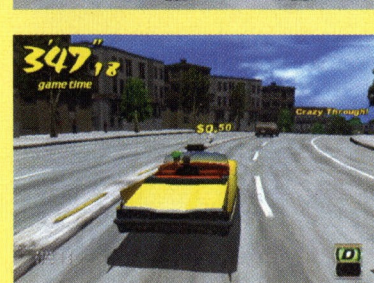
### Crazy Party

"Take me out to the ball game!" Planning is everything on this beauty, as each of the seven baseball players dotted around the game map need to be picked up in strict order if they are to reach the ball game in time. Feel free to use solid objects as emergency brakes... we did!



### Crazy Attack

The final challenge is only accessed after all the other Crazy Boxes have been opened, and is currently the only one that we have yet to master. It sounds simple: complete an entire circuit of the Arcade course. However, you are only given four minutes, and the roads are more congested than Marlon Brando with a particularly nasty head-cold. Meaning that this one's as tight as a gnat's chuff. We will break it, oh yes!



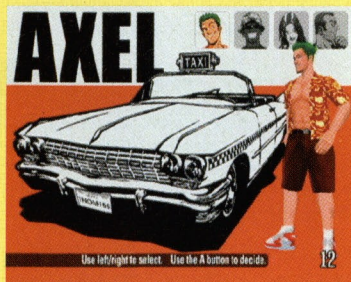
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## CRAZY CABBIES

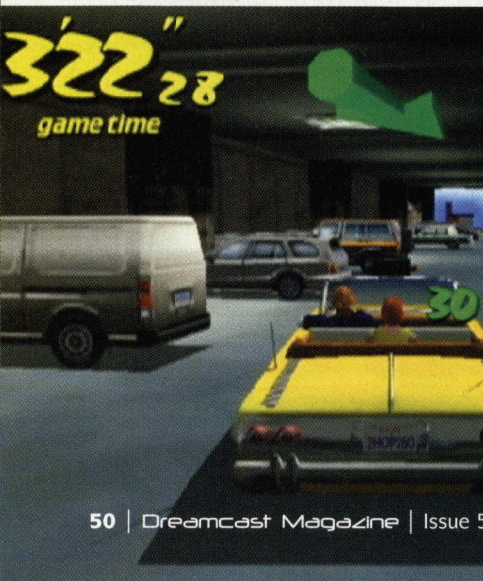
> There are four eager cab drivers aiming to make the scene in *Crazy Taxi*. Each of them have their uniquely modelled yellow-toned mode of transport, as well as an individual style replete with witty catchphrases and comments. DREAMCAST MAGAZINE runs through the roll-call, as well as explaining exactly what their licence plates mean.



Age: 21

**Licence Plate:** 1NOM155 – 'I no miss' or 'I don't make mistakes'.

**Background:** Green-haired punk Axel became a 'craze' cabbie because he reckoned it would be cool. Apparently, Axel excels in showing his customers a good time, but since *Crazy Taxi* is a family game, we can only assume that means he ensures they see all the sights. As well as driving a cab, Axel also plays in a punk band (explains the green hair, then) attempts to pull women (probably just as badly as we do) and meditates (presumably not when driving though).

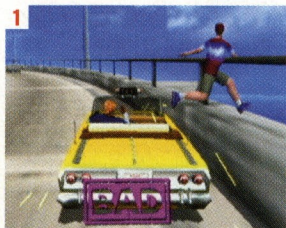


## RESULT 3 customer

**TOTAL EARNED**  
\$ 1,298.12

**CLASS** **RANKING**

1



[1] If you fail to reach their destination in time, the passenger will bail... even if they're on a busy dual-carriageway!

[2] If you were in any doubt that this game is crazy, how about picking up a fare underwater? Nice scuba gear, mate!

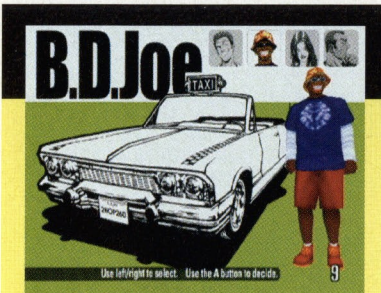


## Infoburst

Extra information

> Each of the four *Crazy Taxi* drivers has their own line of snappy patter, as well as a unique yellow motor.

> You can keep track of your progress through the game in the Licence and Ranking modes: the higher your ranking, the higher your licence class.



Age: 25

**Licence Plate:** 2HOP260 – 'Let's get wild and crazy!'

**Background:** All BD wants to do is make people happy, hence his reason for becoming a cabbie. BD doesn't just perform in his cab either, as he can often be found banging out tunes on a set of garbage can lids in the street. The man who considers being a cabbie as 'far too much fun' has also recently taken up card tricks.

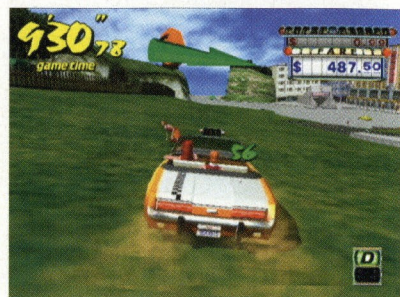


their cab ride, you can wave goodbye to a decent tip if you spend more time banging off of other vehicles and landmarks than sticking to the asphalt.

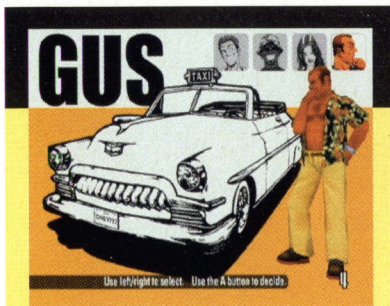
## "Fare Enough, Ol' China!"

The code that DREAMCAST MAGAZINE was sent for review displayed a few disturbing glitches. For instance, the frame rate on the Dreamcast-exclusive Original mode was a tad choppy, speeding up and slowing down in an arbitrary manner. Also, extended play would occasionally result in the road and surrounding areas becoming either transparent or turning pitch black – this would make for a panic-inducing cab ride as you slam straight into a temporarily invisible wall. However, this is the basic kind of stuff that gets kicked into touch during playtesting, so these should be distant memories by the time it hits the shelves.

A final mention should go to the different camera modes available for a test drive. Whilst the default 'behind the car' is the undisputed champ, you are also given the opportunity to view the action from above (à la *Grand Theft Auto*), from the side, from the front (only if you're completely barking, as you can't see what's coming), and even from a 'director's style' action camera. The latter





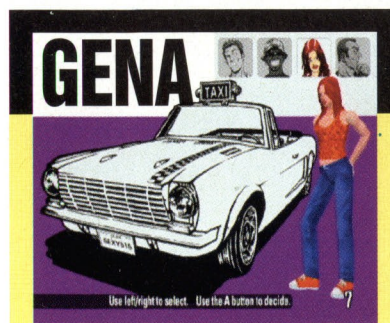


**Age:** 42  
**Licence Plate:** ONLY777 – ‘Only aim for the jackpot!’  
**Background:** This veteran was the first driver to introduce the crazy style of driving. A trendsetter since he was a tearaway hooligan, Gus is fond of his 1955 jalopy cab. On his off-days, Gus is a master strategist on the card playing scene, which apparently taught him that losing was the key to personal enhancement. Which must make the DREAMCAST MAGAZINE team the most ‘personally enhanced’ monkeys on the block.

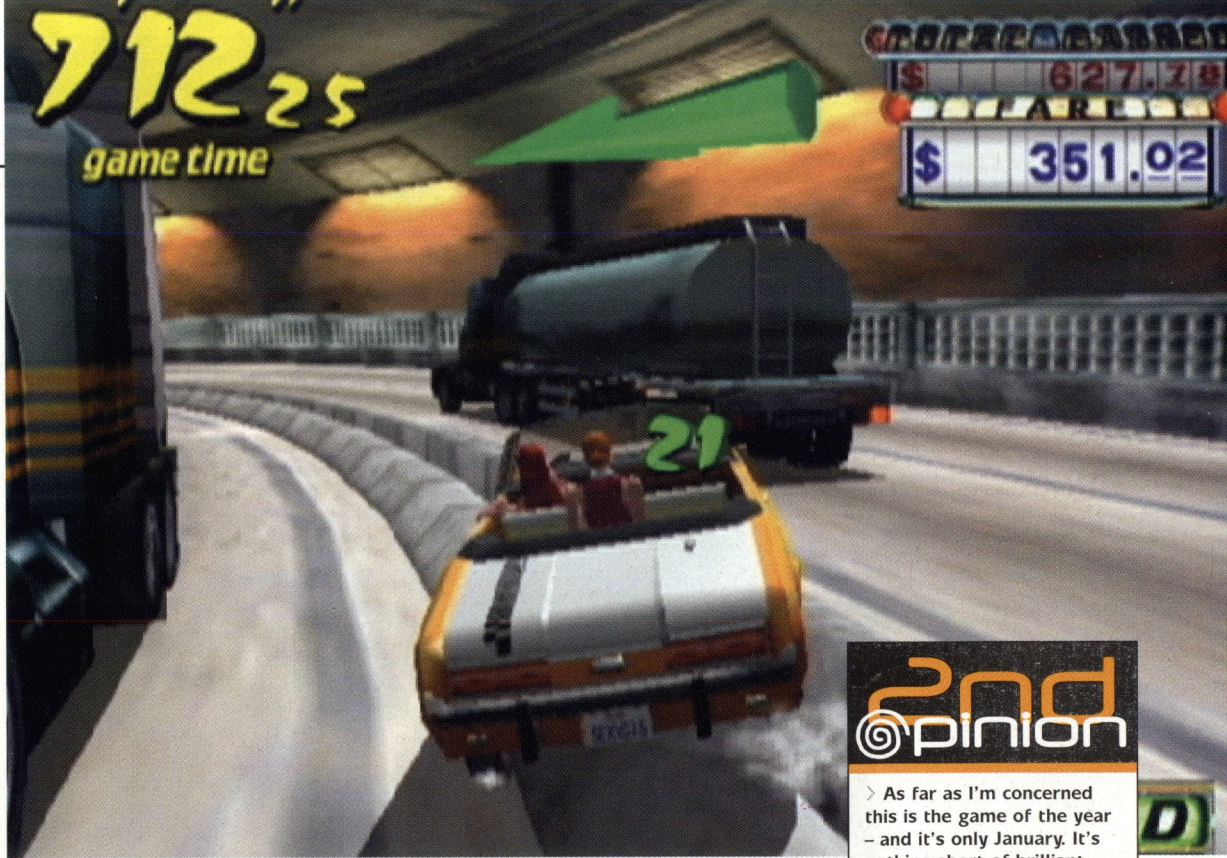
is not for those who take their Crazy driving seriously, but is a barrel of laughs, as it allows you to view the driving action as if it was from a Hollywood movie.

*Crazy Taxi* reminds you exactly why you play videogames: it’s pure concentrated fun, stuffed onto one Sega-patented GD-ROM. This is the perfect antidote for those race junkies who have become a tad jaded by the de rigueur ‘real’ driving sims currently jostling for shelf space. *Crazy Taxi* offers willing and open-minded gamers a wild and whacky rollercoaster ride, with quality extras that add depth to the admittedly limited Arcade mode. Ladies and gentlemen, we have another top notch Dreamcast title to add to the burgeoning line-up. Nice one, Sega. “Hey! Get off the sidewalk, jerk-off! Cabbie coming through!”

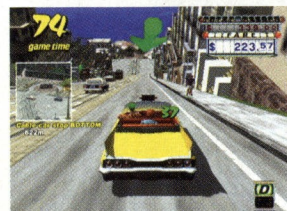
Stuart Taylor



**Age:** 23  
**Licence Plate:** 5EXY515 – ‘Sexy sister!’  
**Background:** The lass with the sass has no overriding desire to make her customers happy, as Gena’s work satisfaction comes from hacking her yellow motor down the busy streets at full whack. Any chap who falls for Gena’s seductive image should be warned that she has not got time for men in her life... Gena’s car is her one and only passion.



[3] Lucky for Axel, the game doesn’t register vehicle damage... even if you wrap your front-end around a tree.  
 [4] Gus slams on the brakes for a nigh on perfect drop off... the glowing green box indicates the passenger’s destination.



## infoburst

Extra information  
 > Probably one of the most famous cab drivers is Travis Bickle, the vigilante nutter portrayed by Robert De Niro in the film *Taxi Driver*.  
 > The best way to mark off a cabbie is to count out your exact fare very slowly, and not give them a tip (but we wouldn’t recommend that, of course).

## 2nd opinion

> As far as I’m concerned this is the game of the year – and it’s only January. It’s nothing short of brilliant, purely by its virtue of being such fantastic fun to play. It really is crazy. Without any kind of Championship play you might think that it won’t last long. Wrong. You will be coming back to *Crazy Taxi* time and time again, such is its addictive nature. If you’re only going to buy one game this year this has to be it, as your life can never be complete if you don’t own this gem of a game. Now, if you’ll excuse me, I’ve just got to go and get my hourly fix.  
 Alex Warren

## Dreamcast magazine

CRAZY	HAZY
<ul style="list-style-type: none"> <li>➤ Arcade perfect conversion</li> <li>➤ Excellent additional modes</li> <li>➤ Pure and unadulterated fun</li> </ul>	<ul style="list-style-type: none"> <li>➤ Repetitive music selection</li> <li>➤ Occasional graphical glitches</li> <li>➤ Limited passenger selection</li> </ul>

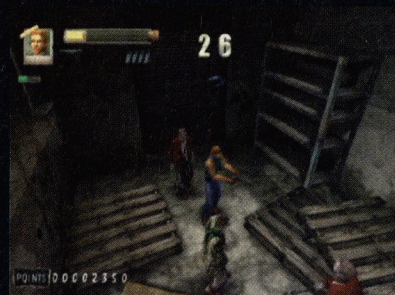
VISUALS	95%
SOUNDS	80%
GAMEPLAY	95%
VALUE	92%

## DM Rating 94%

summing up  
 > Sega has done it again. Another flawless arcade conversion, beautifully gridlocked with new and exciting gameplay modes. Addictive and fun, fun, fun!

alternatively  
 > Speed Devils  
 > Re-Volt





essential information&gt;

## Zombie Revenge



**Publisher** Sega  
**Developer** In-house  
**Origin** Japan  
**Price** £39.99  
**Genre** Beat-'em-up  
**Release** February



two players



arcade stick



vibration pack



visual memory

### VM information

Save position Y  
 Logo during play Y  
 Mini-game N

In the Training mode you can download a mini-game onto the VM that is split into four different parts. There's Food mode where items collected in Gun and Bare Knuckles mode can increase your strength; Barometer which details your stats; Zombie Doubt which is a guessing game and Zombie Fishing which is a bizarre twist on *Sega Bass Fishing*.

# Zombie Re

**Free roaming arcade shooter turns nasty as zombies seek their revenge for unfair portrayal.**

If you take a little bit of *Resident Evil 2*, a splash of *Dynamite Cop* and a healthy dose of *House Of The Dead 2*, put them in the blender with a whole load of blood (preferably green) and flesh (rotting), shake them up a bit, the end result is approaching the make-up and substance of *Zombie Revenge*. It looks as if zombies really are here to stay, but it's your job as either Stick Brightring, Linda Rotta or Busujima Rikiya to make sure that they don't get their revenge, however desperate they might be. You cannot fail, the world depends on it.

## Revenge Is Sweet

The really great thing about *Zombie Revenge* is that it proves once and for all that the Dreamcast really is just an arcade machine in disguise. *House Of The Dead 2* aroused our suspicions, *Sega Rally 2* had us wondering and now *Zombie Revenge*

confirms the fact. And it does it in style. It has everything that you could ever wish for from an arcade port – great graphics and awesome, even addictive gameplay, but then it would have to if it were to keep you coming back for more and more. But this time it's a Dreamcast game and for a console to be able to reproduce that special adrenaline rush that can only be had from in the arcades is something special in itself.

As you wander the rank and creepy looking environments that ooze evil out of every doorway, blowing to little pieces the undead denizens that freely roam the alleyways, a feeling of real indulgence can be felt slowly enveloping your entire body. 'How can something so great be in my home?' is the only thought on your mind. That is the power of the Dreamcast.

At the end of each level of unadulterated zombie killing there's an even filthier and nefarious beast to kill. Like *Dynamite Cop* there's loads of stuff to pick up as you venture through the levels, including a seemingly never-ending supply of bullets and an assortment of other weapons that will help rid the world of walking, rotting flesh. Without a doubt *Zombie Revenge* is great fun to play.

## What A Rotter

But as enjoyable and satisfying as it is to play, it does suffer from a number of flaws that prevent it from entering the exclusive rankings reserved for only the truly great games, and we're not just talking about the grammatically incorrect title. Rampaging around like a man possessed only holds an attraction for so long; *Zombie Revenge* will fade away into obscurity after a month or so of constant play. In fact when you've finished it – it'll just take the one play, thanks to infinite continues – there's hardly any incentive to play it again as you'll have seen the ending and have decided that it wasn't really worth the effort. Undoubtedly *Zombie Revenge* is a great arcade game, but in its home form it really isn't quite as hot because you don't have to keep pumping the

**“Zombie Revenge proves once and for all that the Dreamcast really is just an arcade machine in disguise...”**



The slime monster is a favourite... just watch out for his multicoloured hiccups.



**infoburst**

Extra information

> Before plumping for *Zombie Revenge*, the game was called *House Of The Dead Gaiden*, *Blood Bullet* and *Zombie Zone*.

> *Zombie Revenge* is one of the first games to really utilise the VM unit with four mini-games which can be accessed through the training mode.



**2nd opinion**

> What is this? We get the stunning *Crazy Taxi* in the office and still this bizarre notion that this tat is in the same ball park as the yellow vehicled one or indeed any good game. No, in fact NO! This is a relative nice-looking and playable game that just doesn't offer enough bang for your buck. Already there are far better games that warrant your immediate attention and second-rate titles such as this now seem somewhat dated in comparison to the burgeoning sack of Dreamcast gaming loveliness. Consign this damp squib to the lowly bargain bin where it belongs.

Simon Phillips

# venge

pounds into a machine to keep playing, you just keep playing and playing, and before you know it you will have come to a wholly unsatisfying end. The control of the game also leaves much to be desired as getting your chosen character to shoot in the right direction isn't as easy as it should be, although it is a problem that is mildly addressed when the arcade stick is used, which rounds off the true arcade feel of the game. These details aside, though, *Zombie Revenge* is a great game to play if you want to sit down for half an hour, disengage your brain, blow a few brains away and generally escape the mundane reality of life.

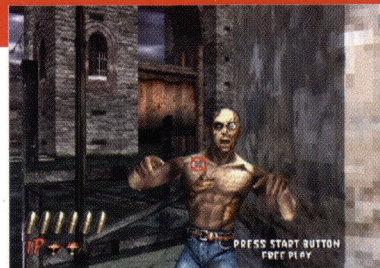
Alex Warren



[1] Even the heroes bleed green. [2] The gang. [3] Outnumbered yet again! [4] It's all gun toting action in this game.

## HOUSE OF THE DEAD

> You might recognise the penultimate level as being rather similar to *House Of The Dead*, but the connection between the two games doesn't stop there. The evil guy in *Zombie Revenge* is out for revenge as his parents were used in an experiment in the *House Of The Dead* by the father of Stick Brighting who was a doctor at the institute. Revenge, he hopes, will be sweet.



summing up the game >

## Dreamcast

**2nd opinion**

SWEET	SOUR
⊕ Perfect arcade conversion	⊖ Uninspiring soundtrack
⊕ Fantastic looking graphics	⊖ Limited gameplay that gets dull far too quickly
⊕ At last, a game that uses the VM unit properly!	⊖ Little thought given to long-term play

VISUALS	85%
SOUNDS	76%
GAMEPLAY	91%
VALUE	70%

## DM Rating 81%

summing up > Although *Zombie Revenge* is a perfect arcade conversion and is fantastic fun to play, this is only the case for a very limited amount of time.

alternatively > *The House Of The Dead 2*  
*Resident Evil 2*



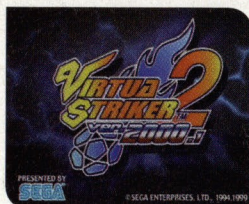


Fed up of spending pounds and pounds on Virtua Striker 2 down at the arcade? Well, Sega have the arcade-perfect solution...

# Virtua Striker 2

essential information >

## Virtua Striker 2



**Publisher** Sega  
**Developer** In-house  
**Origin** Japan  
**Price** £39.99  
**Genre** Sports  
**Release** Out Now



two players arcade stick



vibration pack



visual memory

**VM**  
information

Save position Y  
Logo during play Y  
Mini-game Y



1



2

[1] As ever, the English defence is found wanting. [2] The computer is always a tough adversary – even if you select Japan as your opponent! [3] Always be wary of aerial attacks, as the goalkeepers seem somewhat 'ball shy'.



3

Nobody knows when, where or how the game that has come to be known as football started. It just sort of appeared in many guises and millions of people are now rather grateful that the humble pigs bladder just happened to lend itself rather nicely to a good kicking.

Since that day and to this, football has snowballed into something that now seems to straddle both the world of sport and entertainment with equal importance, and without it Jimmy Hill wouldn't know what to do with his Saturday afternoons. Even videogames have got in on the act, some of the very first games consoles made rather feeble attempts at recreating footie games without much success. However, these early stabs paved the way for ever more complex footie games to the point where it has become accepted that any videogames console needs a plethora of footie games – in fact more than is humanly necessary – in the same way







# triker 2 on 2000.1

that it also needs beat-'em-ups or driving games aplenty if it is to be considered truly successful.

Fortunately, the Dreamcast has, in a few short months, managed to accrue more than enough footie games for the discerning gamer to choose from. Unfortunately, none of the titles available seem to have managed to capture the essence of the 'beautiful game' and as such we are still waiting for the footie game to grace the Dreamcast. With a great sense of expectancy, *Virtua Striker 2*. Version 2000.1 has stepped onto the pitch, offering, as you might expect from Sega, a more arcade-based experience than either *WWS2000* or indeed *UEFA Striker*.

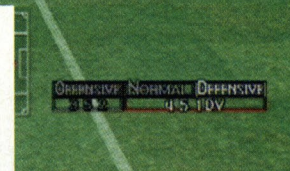
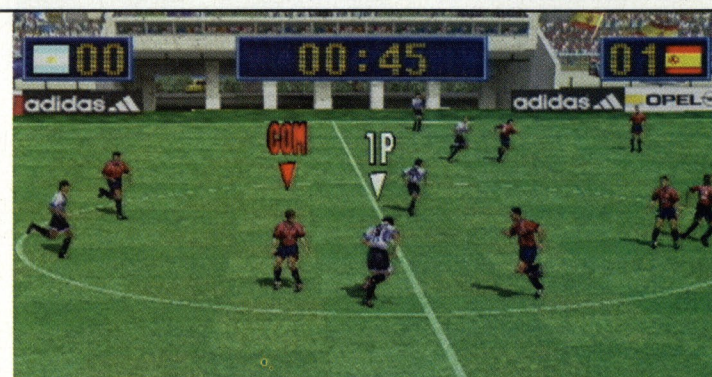
## Nice Bit of Dribbling!

Whether or not you appreciate this particular slant on football very much depends upon your views of how it should be represented in videogames or

perhaps – and this is more likely – how much exposure you have had to any of the mighty *ISS* series of footie games. For many, Konami have managed to create the ultimate footie experience which blends speed, action and simulation almost effortlessly and as such, *ISS* has become de rigueur amongst the hardcore videogaming elite. *Virtua Striker 2* though, is having none of that, and concentrates on the fast-paced, high-octane thrills and immediacy of play that is loved by many. This is none too surprising as *Virtua Striker 2* is an arcade-perfect port over of the same game that has had punters the world over pumping their hard-earned wad into arcade machines like insatiable human versions of Pavlov's dogs.

## Fast, Fun and Frenetic!

First impressions are very favourable; It is certainly one of the most visually stunning sports games that you are likely

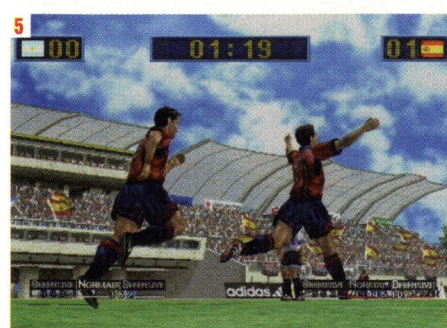


to play. In the main, the animation is very impressive and by comparison, every other footie game that you have ever played looks, well, a bit dated. Moreover, it is fast, fluid and has one of the most user-friendly interfaces of any footie game. As if it couldn't get any better, *Virtua Striker 2* also offers you a wealth of options of play from World League, Tournament, to so-called friendlies – you don't even have to play

**"Virtua Striker 2 is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part!"**

## GAMES IMITATE LIFE!

> In the Tournament mode you get to play against four rival teams with the aim of winning a trophy. When we played as England we were not surprised to draw rivals Germany in the first group. Even less of a surprise was the result...



[4] The emphasis of the game is very obviously biased towards attacking play. [5] The computer has scored... [6] A mistimed tackle can spell disaster. [7] Levitation can be fun.

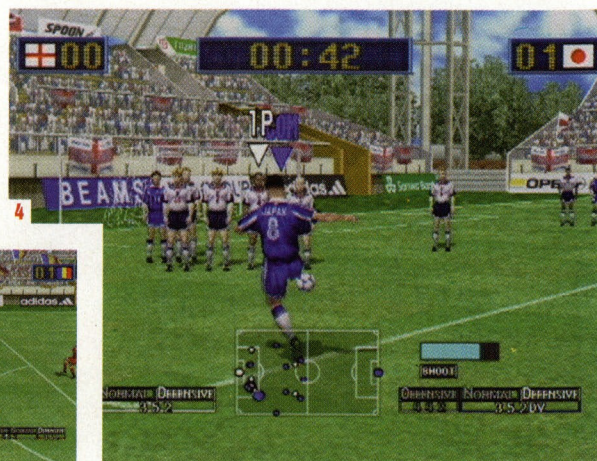


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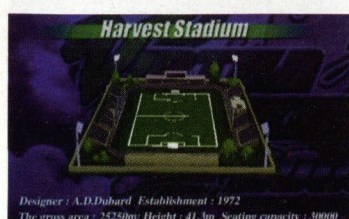
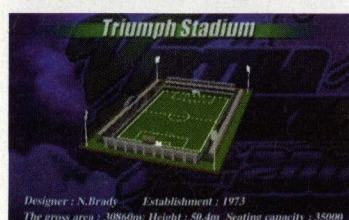
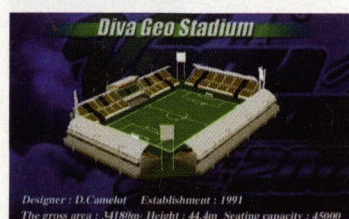
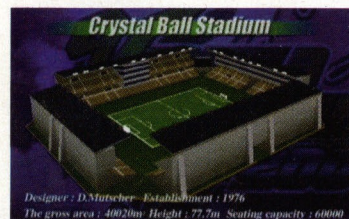


[1] The Italians prepare to put one of their set pieces into action. [2] Cornering is easy, scoring however, is not. [3] Where's the ball gone? [4] The computer teams have no difficulty scoring in this situation.



## There's Somebody Sat There!

> Each of the five stadiums that you can choose to play in are beautifully realised – though it has to be said that a few real-life stadiums wouldn't have gone amiss...



**"There can be nothing more satisfying than scoring a goal and with the replay option, you can enjoy it at your leisure!"**

two halves of a game, if you prefer, you can choose just to play for a couple of minutes for a simple a knockabout. There's no doubt you will be initially bowled over by the game, so much so that you could be forgiven for thinking that you are playing one of the finest footie games ever. So that's the job done then – well, not quite...

## Early Bath?

Unfortunately, whilst it is certainly pretty to look at, and certainly generally impressive, it doesn't take too long for the niggling doubts to set in. You find yourself wanting to change the weather and lighting settings, if only for a bit of

variety – most of the time, you'll find yourself playing football in the sun, occasionally you might play on a floodlit pitch, but that's about it. Then the initially wondrous and intuitive control system becomes, well, a bit simplistic; where are those tricky to master, but eventually satisfying, array of moves that other footie games offer? Ultimately you are left with the feeling that *Virtua Striker 2* is all a bit too easy to play and a bit limited. These annoyances are compounded by the unconfigurable camera angle that sometimes obscures play, or worse still prevents you from seeing the goal mouth that you are trying to shoot at. Then you'll notice that the AI



[5] He's just a kick away from setting up a great goal. [6] It's injury time and Brasil are going the wrong way...







[7] The goalkeepers are useless at saving the ball. [8] A classic example of ball awareness, or lack of it. [9] Is anyone going to try tackle him?



is a bit ropy – goalies don't always appear to notice that the ball has stopped a mere few feet away from them and the players themselves show an alarming lack of ball awareness which tends to generate a certain amount of frustration with continued play. These flaws would be virtually unnoticeable if you were playing the game in your local arcade and it becomes clear that aside from a few tweaks and an occasional nod in the direction of home console gamer, this arcade game simply doesn't cut the mustard. This may well be a perfect arcade conversion but that isn't really good enough. Before too long you will begin to pine for a footie game that

offers a little bit more challenge and gives you some sense that the developers have considered the possibility that you might just want to master the subtle nuances of the game rather than just kick a ball about. As it stands, *Virtua Striker 2* is very much a dumbed-down, diluted attempt at recreating the great game and whilst this might be fun for a while, the limitations (which are in direct contrast to the visual loveliness of the game) begin to grate.

## One Touch Football?

All in all, *Virtua Striker 2* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part.

Unfortunately, there's a bit too much veneer and not enough depth to withstand prolonged play – eventually you will want a much more engaging footie game. It's very much a missed opportunity; there's little doubt that if the graphics engine were coupled with an equally superfluous gaming engine you'd have the recipe for the perfect football game.

However, if you haven't been weaned on the more sim-based soccer games that have preceded this, then *Virtua Striker 2* should provide ample fun for those who just want an undemanding and simplistic kickabout.

**Simon Phillips**

## 2nd opinion

> Dreamcast football games have hereto been left wanting and despite some sluggish and often infuriating control, *Virtua Striker 2000* looks set to reverse that trend. It is arcade perfect and when played in the 60fps mode it is lightning quick to boot, making the action fast and even more furious and, more importantly, great fun to play. And even though there are a distinct lack of options (as a result of its arcade nature), it's perfect for a quick run around the park with your mates. Luvely stuff.

**Alex Warren**



## infoburst

Extra information

- > The Wanderers were the first football team to win the FA Cup in 1872. They also went on to win it a further four times in the 1870s.
- > May Day stadium in North Korea has a capacity of 150,000 making it the largest in the world. By comparison, Wembley can seat a lowly 78,500 people.
- > Pelé played 1366 games in his career!

## The Teams That The UEFA Cup Forgot...

> There are a couple of cool little cheats for the game where you play as aliens and snowmen. Here's how to access them.

### Play As MVP Yuki Chan Team

To play as the MVP Yuki Chan team highlight Yugoslavia at the team selection screen in arcade mode and then press 'Start'. Then highlight USA and press 'Start' and do the same for both Korea and Italy. The new team should appear above Japan in the top left corner.



### Play As MVP Royal Genki Team

To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold 'Start' and press A. If done correctly the word 'Rainbow' should be spoken and the team name will replace that of the Yuki Chan team.

## Dreamcast magazine

## 2nd opinion

### SCORE

- + Stunning Graphics
- + Simple control method
- + Amazingly fast!

### DRAW

- Too simplistic
- Annoying sound effects
- No John Motson

VISUALS	94%
SOUNDS	75%
GAMEPLAY	70%
VALUE	72%

## DM Rating 78%

summing up

> A potentially great footie game that is ultimately let down by a lack of options – You'll just have to wait for WLS.

alternatively >

- > UEFA Striker
- > WLS 2000



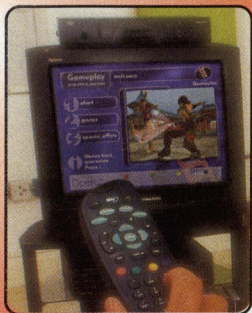
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The zombies are back in town and this time they're even more bloodthirsty and bent on destruction than ever before.

# Resi



Imagine, if you will, a street deserted of life except for a few rats scurrying around a pile of decaying bodies in the dingy light that is radiating from a street lamp and a yellowed moon. Then the silence is broken by a shrill cry for help followed by a groan and other equally unpleasant noises. The rats run for cover as a herd of fleshless bodies appear carrying a fresh kill, the blood still trickling from the wounds as they throw it onto the ever growing pile of corpses. It would seem that a feast is in the offing for these undead creatures, such is their vile habits. Only one game could be so gruesome in depicting such a scene, and it's a scene which has been seen many times before. It could only be *Resident Evil 2*.

The *Resident Evil* series has a legacy for ever increasing amounts of blood,

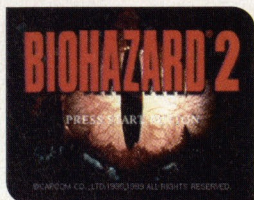
## Leon Kennedy

Leon is a rookie cop straight out of training school and is unfortunate enough to get detailed to Raccoon City for his first assignment – lucky him! Fortunately though, Leon is the easier of the two missions and with a suitable arsenal of weapons he's not going to have too much trouble finding his way out of trouble.



### essential information>

#### Resident Evil 2



<b>Publisher</b>	Virgin Interactive
<b>Developer</b>	Capcom
<b>Origin</b>	Japan
<b>Price</b>	£39.99
<b>Genre</b>	Adventure
<b>Release</b>	February



one players



arcade stick



vibration pack



### visual memory

#### VM Information

Save position	Y
Logo during play	Y
Mini-game	Y

As well as displaying the games logo the VM displays the number of bullets left in your gun as well as your health level – which is all rather helpful.



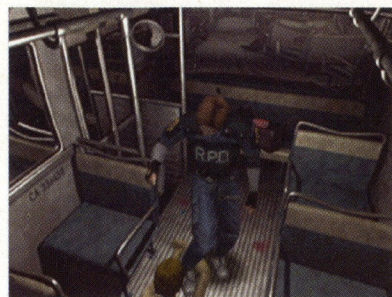
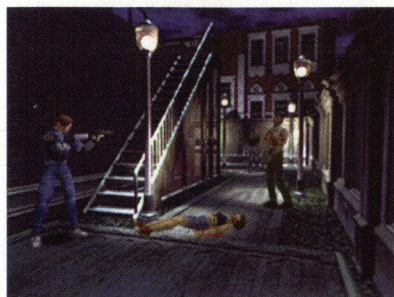


# Resident Evil 2



## Claire Redfield

> Claire has innocently walked into the zombie filled nightmare of Raccoon City in search of her missing brother (you'd have thought that she'd have heard of the infestation and stayed away). But she is a tough cookie and can easily look after herself with her pistol, knife and bow-gun tucked away in her really short shorts.



guts and rotting flesh, more so than any other game, on top of that there's all the killing and blood baths. But *Resident Evil 2* won't go down in the history books just for its gruesome contents but rather its spine-chilling storyline, its gripping and often horrifying gameplay which is ably transferred onto this Dreamcast version. Unfortunately though, it is just a straight port over of the version which has been bandied around all the other consoles and PC, and that's all it is, no more and certainly no less. There are no more thrills and spills or even kills than seen elsewhere and unless you're completely new to the game there's little point in parting with your hard-earned cash for this one.

Those familiar with the game will recognise the familiar format of

wandering, shooting and solving puzzles – that's Survival Horror for you. Simple, primitive, perhaps even sick but always fun. Everyone has a masochistic streak deeply rooted inside of them and all *Resident Evil 2* does is appeal to these innermost desires and exploit them. But, you know, if it's fun and does the job, then who the hell cares? You must embark on your mission of survival as one of two characters: Leon Kennedy who is a rookie cop on his first day at work (tough first day kid!) or Claire Redfield who has innocently come in search of her missing brother. With your character chosen you must then set about the real task of escaping the zombie-infested town and saving your own skin as well as anybody else's you come across.

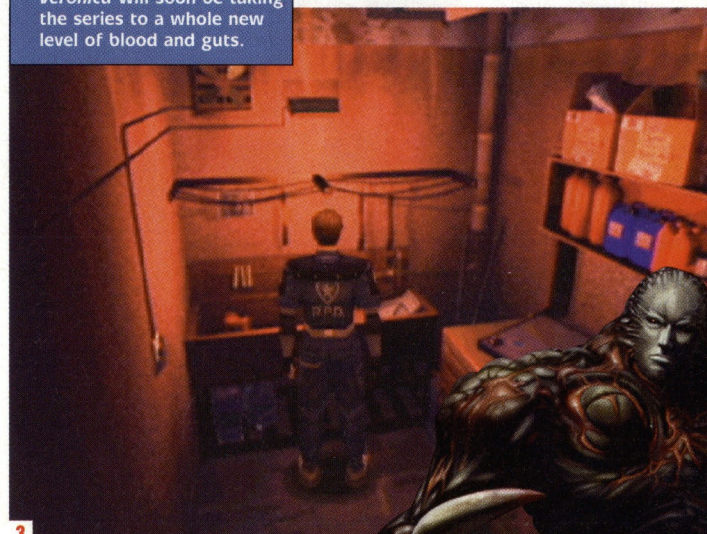
## infoburst

Extra information>

> *Resident Evil 2* has been released on the PlayStation, PC as well as the Dreamcast and is soon to be found on the N64.

> Finishing the game with a high ranking score will unlock two hidden scenarios.

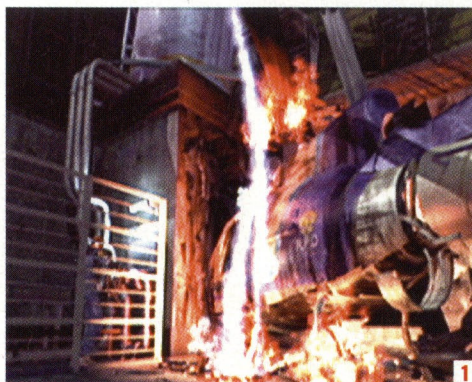
> *Resident Evil Code: Veronica* will soon be taking the series to a whole new level of blood and guts.



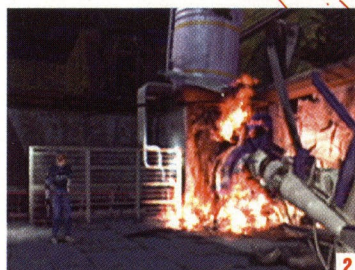
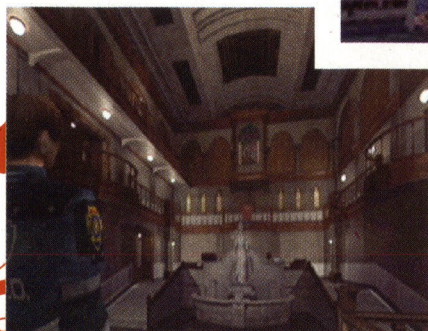
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[1] + [2] The game is full of various puzzles for you to solve. [3] He knew he'd put that piece of paper somewhere, but he just couldn't remember where. [4] Nice shot.

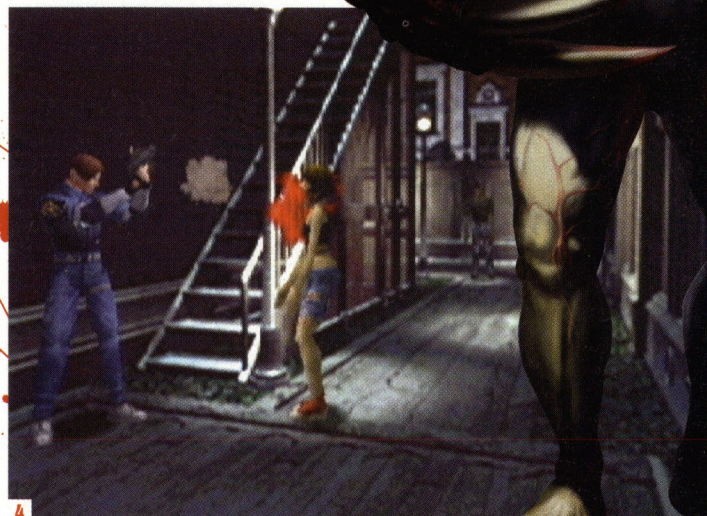
**"The Resident Evil series has a legacy for ever increasing amounts of blood, guts and rotting flesh, more so than any other game..."**



1



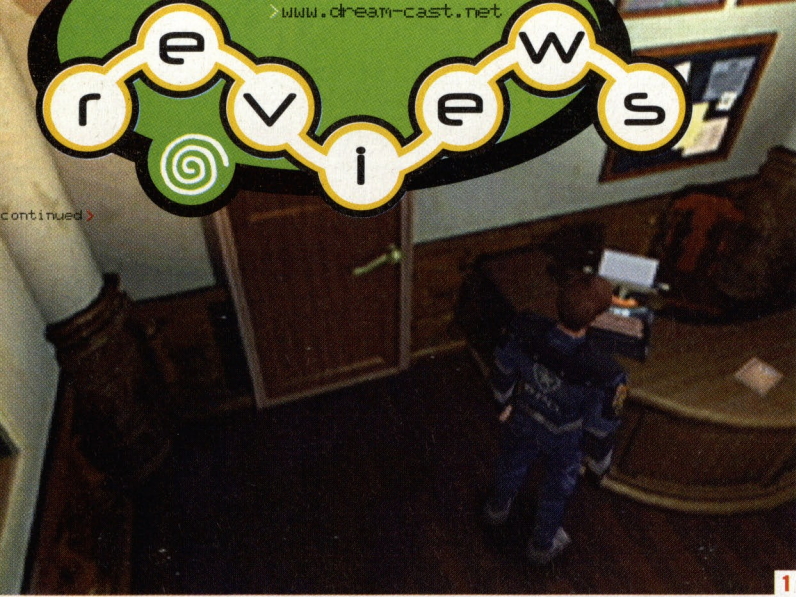
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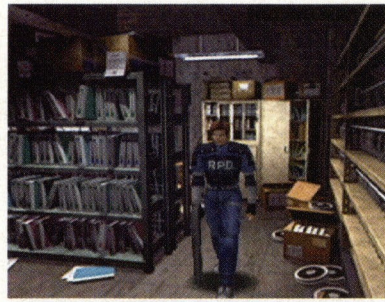
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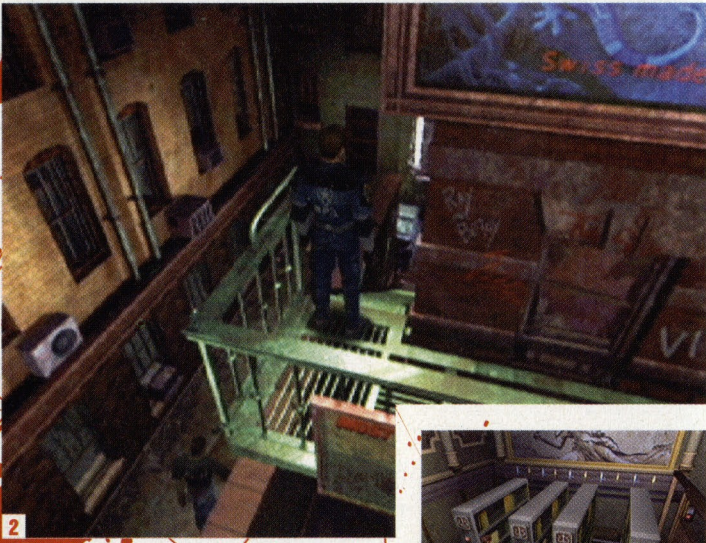


## Zombie's Revenge

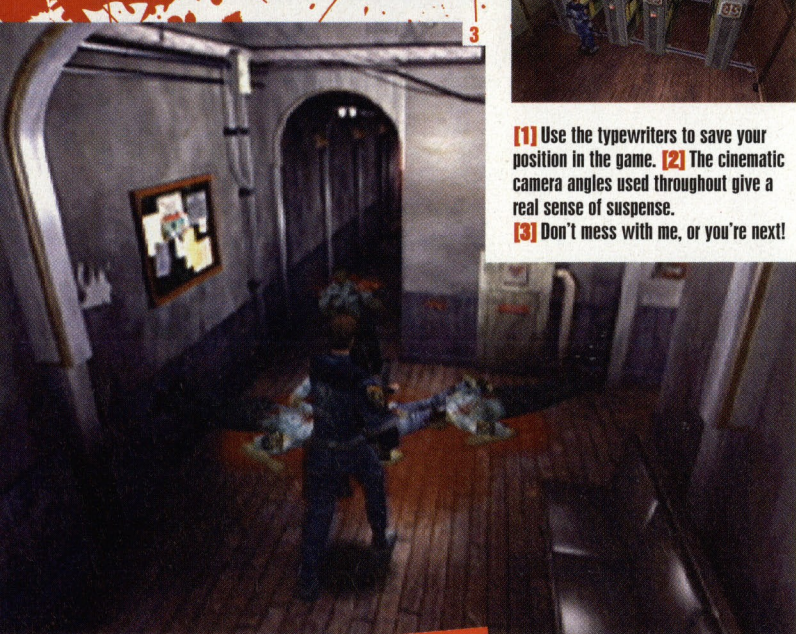
However, it's not the storyline, or the game's premise that's the problem. The problem (and ultimately the Achilles heel of this game) lies with the distinct lack of addictive gameplay and lacklustre graphics – both of which are testimony of the game's earlier incarnations. The fact that it is a direct port means that the graphical capabilities of the Dreamcast aren't even remotely tested and that the game looks positively mundane when compared to games which have been specifically developed for the Dreamcast. It's not that the graphics are particularly awful, because they're not, it's just that they look somewhat dated and out of place on the Dreamcast. After all, this is new technology, so why not use it? That said, the cinematic camera angles that are used throughout the game are

impressive in creating an atmosphere and ambience that befits such a chilling game, but in themselves they bring their own complications. The main problem is that because the camera angles keep changing, it slows down the whole game and any sense of urgency to get out of Raccoon City before it is completely destroyed. Subsequently, any enjoyment that would otherwise have been derived from the gameplay is lost in a sea of blood and floating flesh. You should feel compelled to make good your escape but this isn't the case as the game plods along at what seems like a snails pace. This is a great shame as if the action was even fractionally more sprightly than it is, then the it might have stood a chance. As it is, it doesn't.

However, despite the camera angles obvious failings they do create a mood redolent of a million cheesy horror



[1] Use the typewriters to save your position in the game. [2] The cinematic camera angles used throughout give a real sense of suspense. [3] Don't mess with me, or you're next!

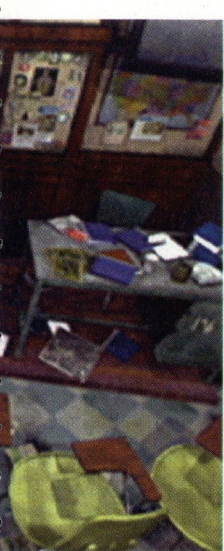


## SPOT THE DIFFERENCE

> Resident Evil 2 has now gone full cycle with appearances first on the PlayStation then the PC and now the Dreamcast, with a version out on the N64 early next year. But can you spot the difference between the picture quality?







[4] The environments look really impressive throughout the game. [5] All of a sudden the cops turned nasty.



movies, a mood that is captured almost perfectly by an equally creepy soundtrack. The actual sound effects of zombies gorging themselves on their latest kill might not *quite* reach the same level, but they do enough to send shivers down your spine. But that isn't quite enough. We all love shooting the crap out of lurching zombies and watching their brains splatter on the wall, and although that's what *Resident Evil 2* primarily offers, it doesn't do it very well or even satisfactorily – it certainly isn't comparable to *House Of The Dead 2* in the creepiness department.

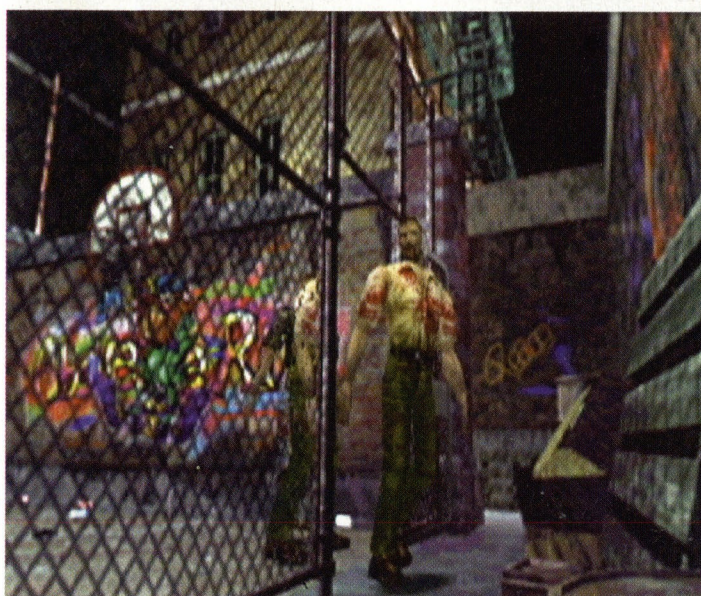
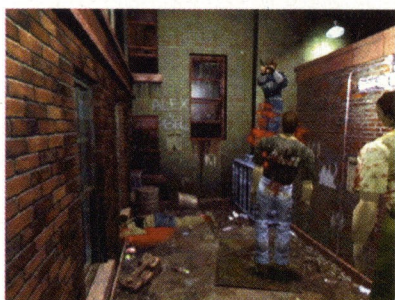
Ultimately, this is not a new game, let alone ground-breaking, and by releasing it on the Dreamcast they're taking gaming a step back rather than a step forward. This was a great game on the PlayStation and PCs but for the Dreamcast it's anything but.

The most galling aspect of this release on the Dreamcast is the fact that you just can't help but feel that it serves no purpose other than that of warming the expectant audience for the imminent arrival of *Code: Veronica* in the near future, and to make a quick buck. If this is the case, then Capcom are doing themselves no favours and are indeed cheapening the whole franchise. But then that's multinational corporations for you.

**Alex Warren**



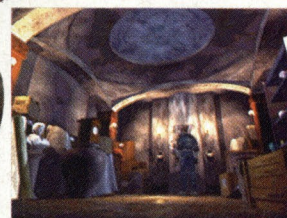
If you think I look rotten, check out that final score!



## 2nd opinion

> I've never really understood the popularity of *Resident Evil*. As Alex rightly points out, there are few games that could get away with such dodgy camera angles by passing them off as being part of the atmosphere of the game. Certainly *Resident Evil* is scary, it's even atmospheric but surely, this is an unnecessary, perhaps even damaging release for the Dreamcast – is there any gamer out there who hasn't already played at least one version of *Resident Evil*? Exactly. As such, you would be better advised to wait for *Code: Veronica* if it's killing zombies that gets you through the night.

**Simon Phillips**



## summing up the game > Dreamcast magazine @pinion

### SLICKERS

- Two characters, two stories – longevity
- High blood and death count
- Atmospheric camera angles

### LICKERS

- Terribly slow loading times
- The sound effects are rudimentary
- Gameplay is too slowly paced

VISUALS	74%
SOUNDS	67%
GAMEPLAY	68%
VALUE	82%

## DM Rating 73%

### summing up

> Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast. Think of it as a precursor for the undoubted might of *Code: Veronica*.

### alternatively >

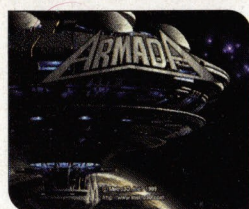
> **Shadow Man**  
> **Resident Evil Code: Veronica**





essential information>

## Armada



**Publisher** Acclaim  
**Developer** Metro3D  
**Origin** USA  
**Price** £39.99  
**Genre** Strategy/  
Shoot-'em-up  
**Release** Out Now



four players arcade stick



vibration pack



visual memory  
**VM**  
information

Save position Y  
Logo during play Y  
Mini-game N

## IN THE BEGINNING

> The FMV backstory that introduces you to the *Armada* universe relates the sorry tale of how, after 10,000 years of evolution, the off-shoot clans of Earth came under fire from the Armada. Can you help turn the tides of the conflict, and bringing the collective tribes of humanity back from the brink?

# Armada

Space... the final frontier. *Armada*... the first RPG shoot-'em-up?

Get your trigger-finger into training as you're going to need it with Metro3D's excellent blastfest, *Armada*.

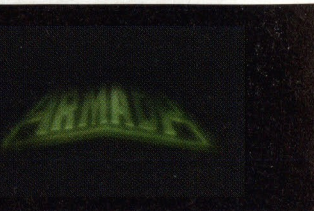
We went into *Armada* with our eyes wide open, after all, DREAMCAST MAGAZINE first saw it at the E3 videogame trade show back in May 1999 – so, we knew it wasn't going to win any awards in the ground-breaking, next gen graphics category. However, in spite of first impressions – along the lines of "It's only a top-down shoot-'em-up... that is so early-Nineties!" However, it offers the

kind of depth sorely lacking in the majority of its contemporaries. Gameplay-wise, imagine *Asteroids* smoothly blended with *Elite*, flavoured with a smattering of RPG elements, garnished with a serving of TV's *Star Trek: The Next Generation*, and spiced up with a dash of *Colony Wars*. Sounds like quite a heady brew, doesn't it?

Essentially, you need to blast the crap out of the titular Armada, a biomechanical race of aliens, apparently intent on the destruction of the Allied Races. The latter

are the six evolutionary off-shoots of humanity – Terran, Nomad, Eldred, Scarab, Drakken and Vorgan – who, to avoid extinction, have put aside their individual differences to combat the Armada threat. Hence the *Star Trek* connection, as characteristically, the Nomads could just as easily pass for Klingons, the Vorgans for the Vulcans, the Terrans for the Federation, and the Scarab for the Borg.

That's the perfunctory storyline gubbins out of the way, now let's get to the meat and two veg of the game. The first thing





You're surrounded by the Armada, and under heavy fire... unleash a power pod!



[1] The different species of Armada have their own unique attacks... check out this freaky lightning-strike critter. That's gotta' hurt! [2] The credits you pick during combat will allow you to buy some goodies at the space stations dotted around the star system. [3] Calamari anyone?

you need to do after watching the introductory FMV is pick which race you want to play as. Apart from the obvious differences in physical appearances, each race has certain different abilities and strengths unique to their creed. For instance, the Eldred gain bonus experience points for their kills, whilst the Terrans can utilise twin homing rockets, and the Nomads have manufactured a rather useful beam weapon.

## Deep Space Four

Check out the screenshots – it looks like a glossy, technicolour *Asteroids*, right? Basically, yes. You fly around an expansive universe, shooting the constantly replicating Armada in all its small and terrifyingly huge forms. The debris left by dead Armada relinquishes credits (a form of currency), and scanning it by pressing the X button can also give up some handy goodies (like replacement power pods). Credits mean that you can buy more powerful weaponry at the Allied Starbases dotted around the gaming universe, and the game also uses the RPG principal of experience points. These are earned through combat and the successful completion of missions, and accruing enough EPs help you travel up a level. You'll find that the more levels you achieve, the better the ship you have.

Running headlong into an Armada guardian (aka, a BIG bad guy) could result in a quick and painful death... or since you never actually see a Game Over screen (after losing three lives, you are returned to your home planet), perhaps that should be 'regeneration' rather than death? No, the best thing to do, if the odds look stacked, and your

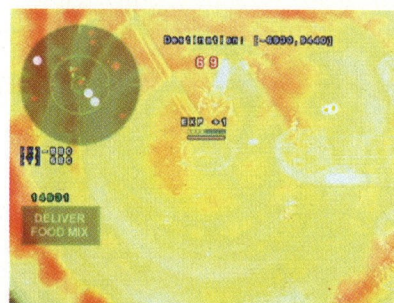
weaponry appears inadequate, is to hike it off into a different quadrant and start racking up some smaller kills. Jump up a few experience levels and you'll wonder why you had so much trouble in the first place. Rather than just randomly blasting the crap out of the Armada, you can, for instance, also earn experience points by running interference and protecting a convoy. The trick to successful progression is not to be daunted by the sheer size of the gameplay universe, and to get out there and explore.

The radar screen in the top left of the screen keeps you informed of incoming Armada, Allied forces, starbases and planets, as well as the locations of mission objectives. You shouldn't get lost, as the bottom left of the screen has a handy directional arrow and co-ordinate countdown which, combined, guide you in the right direction.

The good news is that you're not on your own, as there are other mavericks out there in the big, bad universe who are more than eager to team-up with you. More often than not, they'll find you, and a quick scan to initiate conversation will mean that they'll be stuck to you like glue until they're dead. Mind you, for those of us who prefer a bit of human company, *Armada* allows up to four human players to duke it out together. You can save your character on a VM and bring it to a new game, either at home or round a friend's – this means that you can attempt to impress each other with your high-level characters within the same game environment.

The multiplayer aspect shows no slowdown when the action get hectic and the gorgeously rendered explosions are

**"In spite of first impressions, Armada offers the kind of depth sorely lacking in the majority of its contemporaries!"**



## infoburst

Extra information

- > *Armada* is arguably the first ever RPG shoot-'em-up, and the first ever Dreamcast RPG.
- > According to the Collins English Dictionary, an *Armada* is a 'large number of ships or aircraft'.
- > *Armada* was originally going to include an online gaming option, but it was pulled because Sega couldn't get it sorted in time.
- > The next Dreamcast game from Metro3D is the spookily-titled *Dark Angel: Vampire Apocalypse*.

continued >





continued >



[1] A return trip back to Allied Command will allow you to top-up your armour as well as replenish your power pod supplies. [2] In the multiplayer option, up to four players can create a character or load up a previously saved one from their VM. [3] The further and deeper into the star system that you go, the nastier the strains of the Armada become.



literally lighting up the screen (just like in the one-player, in fact). Another point worth noting is the excellent voice acting, which tends to be notoriously naff in videogames, but not so in here.

## The Armada Strikes Back

So, we've covered the good stuff, but what about the obligatory negative aspects? First off, and this isn't Metro3D's fault, there is no Net access, thanks to Sega not getting the Net-gaming option ball rolling. However, since Metro3D apparently intended to include this feature from the outset, it leaves it down to the requisite follow-up to pick up the online gaming gauntlet.

Also, one of the first things you'll say when getting to grips with the initially

tricky control system is, "Where's the bloody reverse option?" Hacking it through space will inevitably land you in the midst of an Armada squadron, and whilst sometimes you'll want to cut straight through them, there is occasionally a definite need to slam on the reverse thrusters. Except there isn't any. Something else for the sequel then, Metro3D?

There is a lack of variety in the shooting aspects, too, which could have been broken up by the addition of a few mini-games: travelling to a space station within a time limit, or creating a minefield to impede the Armada's progress, are a couple of suggestions.

It is by no means perfect, but *Armada* has that seemingly elusive longevity

factor, largely thanks to its stylish multiplayer option. Fans of the no-nonsense retro shoot-'em-up antics found in the likes of *Asteroids* and *1942* will doubtlessly enjoy *Armada*.

Particularly as the added depth from the RPG elements encourages you to come back to try out the other missions.

Variety is the spice of life, and a naff cliché it may be, but variety is exactly what the Dreamcast needs if it is to appeal to as many gamers as possible. Whilst *Armada* is an acquired taste (you will most definitely fall in either the 'love it' or 'hate it' camp) it is nonetheless a top-notch Dreamcast debut from Metro3D which bears all the hallmarks of a console classic.

Stuart Taylor

IT'S GOOD TO TALK!

> The high-ranking members of Allied Command are there to offer you advice, top up your armour and power pod supplies, as well as giving you new mission co-ordinates. This involving atmosphere soon helps you feel like you are part of a space soap opera, like an episode of *Star Trek: The Next Generation*.



@pinion

> On first sight *Armada* might seem to be a tad daunting, but you needn't heed your first instincts as once you've been playing for an hour or so you'll wonder what you were worried about. Being dropped in the middle of space and having to shoot down a plethora of incoming alien ships is reminiscent of the classic arcade game *Asteroids*, but there's a whole load more to it than plain shooting action – you need your brains too. With the addition of a multiplayer mode *Armada* is definitely a title that is worth a having a sniff at, but might ultimately prove to be the preserve of the more patient and involved gamesplayer.

Alex Warren



Summing up the game >

## Dreamcast

magazine

### @pinion

#### ASTEROIDS

- + Huge adventure
- + Cool voice-acting
- + Gorgeous explosions

#### PILES - DOH!

- Limited variety
- No music!
- Can be repetitive

VISUALS	88%
SOUNDS	90%
GAMEPLAY	80%
VALUE	92%

DM Rating **91%**

summing up

> What *Armada* lacks in variety, it makes up for with its sheer depth. Metro3D has put together a clever blend of shoot-'em-up and RPG elements, that you will either love or hate. No middle ground on this one.

alternatively >

- > *Millennium Soldier: Expendable*
- > *Worms Armageddon*





*South Park Rally*

*Sonic Adventure*

*Shadow man*

*metropolis s-r*

*house of the dead 2*

*uefa striker*

*street fighter alpha 3*

*Soul Calibur*

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# EVO World Of

Storyline, battles, puzzles, adventuring – it's the first RPG on the Dreamcast.

✧ Evolution opens in true *Indiana Jones*-style as you join Mag and Linear, two young adventurers, just as they are about to complete their latest quest and discover the treasure that they've come in search of. But just as they kill the final sentinels guarding the treasure, none other than Chain Gun, Mag's arch rival, appears before them claiming the treasure as hers and netting the glory. Don't you just hate it when that happens? But more to the point, what the hell's going on?

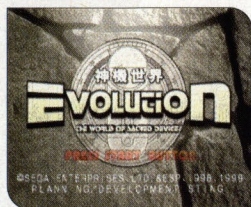
## Revolution

Having been thrown in at the deep end before you even know what you're supposed to be doing may not be the best way to start a game, but at least you're straight into the action – and

[1] Mag thought he'd try his luck with Linear and took her to his bedroom. [2] A hazy mist came all over the young adventurers. [3] Mag didn't appreciate being jumped on and snogged to death. [4] The animals that you encounter in the dungeons are vicious little sods and will whip you into shape.

### essential information >

#### Evolution



**Publisher** Ubi Soft  
**Developer** Sting  
**Origin** Japan  
**Price** £39.99  
**Genre** RPG  
**Release** 25 February



one players



arcade stick



vibration pack



### visual memory

#### VM information

Save position Y  
Logo during play Y  
Mini-game N

Although there is no mini-game as such, the VM does display each of your chosen characters health bars, just in case you missed them on the screen.







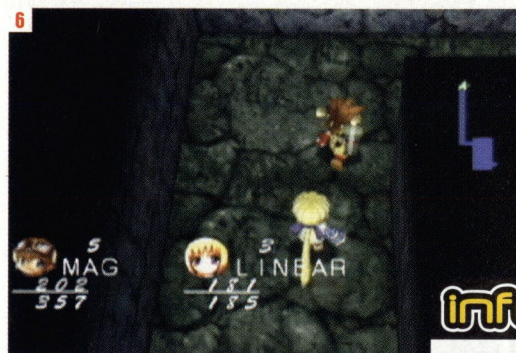
# Evolution Sacred Device

anyway it's easy enough to pick up what's going on. The aim of the game is to find as many archaeological artefacts and as much treasure as you possibly can within the ruins surrounding the town of Pannam so that you can repay the debt that is owing to the Society, a world-wide adventurers guild. This debt has been accrued as a result of Mag's own failures and those of his father, Asric Launcher who is now missing, lost in action. Asric never returned from his search for a legendary artefact known as Evolutia, and it is your job as Mag to ultimately find this artefact with the help of his friends (Linear, Gre Naid the Butler, Chain Gun and Pepper Box) and to pay off the outstanding debt, all the while uncovering mystery after mystery.

So, with another failure under the belt, you must take Mag back to Pannam and the Society to face the music and to be assigned yet another adventure. There's a choice of five different surrounding ruins to be explore: The Shades, Sheol, Descant, Blind and Heaven Ruins – all of which are vast in their expanse, with

between ten and twenty different levels in each one... as well as being full to bursting with a whole host of nasty little beasties which must be slain. Worse still is the simply giant-sized bosses at the end of each level, and you will need all your guile and skills if you are to succeed in your mission. With assignment chosen you can then wander around town where to interact with all the people there (they will give you useful advice and tips) as you go about building up supplies for your journey underground, before heading for your plane and flying to the chosen ruins (just like Mr Jones).

Linear is your constant companion throughout the adventure but you are allowed to choose one of the other aforementioned three as a third party member. Each character has his (or her) own special skills and you will need to use them all at some stage if you are to progress through the dungeons and succeed in your quests. The central items of the game, however, are the ancient relics known as Cyberframes, a weapon that combines fighting and magical



**[5]** Wait till you see the whites of their eyes boys.  
**[6]** The dungeons are massive mazes. **[7]** Linear gets out her frying pan for battle.



## infoburst

Extra information

- *Evolution* is the first RPG on the Dreamcast
- The game is set in the Thirties when the mystery and fantasy of archaeology was en vogue
- The game features 150 huge multi-level dungeon environments which are randomly generated every time the game is played.
- Each character has 20 to 50 different abilities that must be mastered

**“Evolution is great fun to play once you’ve allowed yourself to be swallowed up by the whole archaeological crusading thing...”**



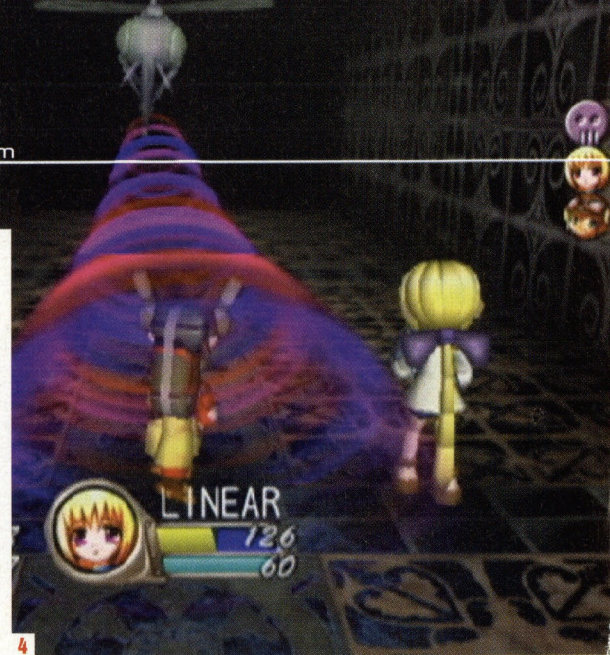


## DR JONES I PRESUME?

> *Evolution* is just like an *Indiana Jones* film and Mag and Chain are just like the hero himself. Nothing highlights this more than the opening sequence where we see our young hero escaping death by the narrowest of margins by performing a typically Jones like escape... with a girl on his arm of course!



[1] The world of *Evolution* all mapped out. [2] Anything wearing an ear-ring has got to be hard. [3] Burn in hell you evil creatures. [4] Let's do the timewarp again.



qualities. Both Mag and Chain have them and as the game progresses their power is further revealed as extra parts are found in dungeons, transforming the Cyberframes into the ultimate weapon.

## Wanderlust

As RPGs go, *Evolution* is a fine first effort for the Dreamcast although there is obviously room for improvement for future products – indeed the second instalment is already on its way in Japan. For the most part the graphics look really good with some effective and smooth camera action, and this is something which is complimented with some superb control. The gameplay is all that you would expect from an RPG, it is split into two different parts – one for exploring and one for fighting. Once you've spent half an hour indulging in the wonderfully rendered environments (be they the serenity of Pannam or the darkness and creepiness of the ruins and dungeons)

you won't want to pull the plug until you've found as much treasure as you're able to cram into your pockets. The actual battles aren't just random affairs either, as you must put on your thinking cap and play tactics, using each of your character's special skills to maximum advantage so that you don't end up 'exhausted' and having to be saved from the ruins by the ever watchful Society.

The dungeons of the ruins are full of all sorts of spells and items which can be used throughout the game and especially in battles, hidden away in chests which are liberally scattered around the various levels. The whole idea of a young adventurer is reminiscent of *Zelda* as are the magna-styled graphics and musical accompaniment and, although *Evolution* isn't nearly as huge in its expanse, it is still great fun to play once you've allowed yourself to be swallowed up by the whole archaeological crusading thing. However, there are around 150 different levels,

which are generated randomly so that technically you should never play the same game twice, or at least never do the dungeons in the same order.

More importantly, the game is tethered so that you are made to get involved with the characters, to sympathise and rejoice with them, making *Evolution* a genuinely good RPG and one that's definitely a worthy opening gambit for Dreamcast RPGs. What's more, *Evolution* is a game which will appeal not just to hardened RPG fans due to its engaging nature and alluring story. It is less demanding than most RPG games and easier to follow and therefore opens the genre up to a whole new type of gamer which can only be a good thing. If this is a sign of the way that RPGs are headed and evolving on the Dreamcast then we can expect great things in the future. But then no one ever could stop evolution from taking its natural course.

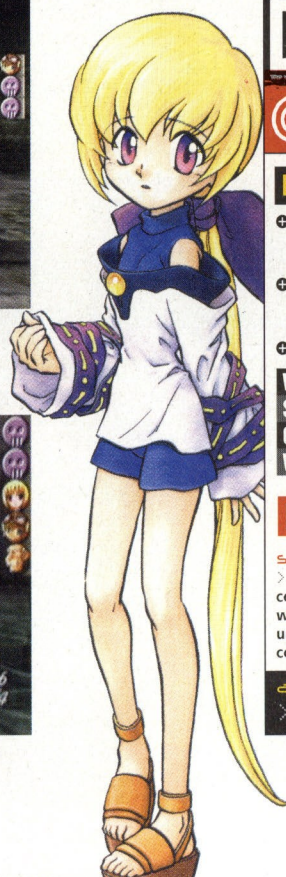
Alex Warren

## 2nd opinion

> RPG fans can finally rejoice safe in the knowledge that the Dreamcast has been bestowed with a rather promising effort. Admittedly, this is not the sort of game that will have you climbing up the wall because of the tricky puzzles and hard challenges that RPG veterans are used to. However, *Evolution* is best seen as an enjoyable distraction that promises much in that the sequel which addresses many of the flaws of the original must surely be on the way. Nevertheless, *Evolution* is a great entry-level RPG with just enough to keep fans of the genre happy. Not ground-breaking, just good old-fashioned fun.  
Simon Phillips



[5] You meet some weird looking creatures down in the depths of the dungeons. [6] It could be Aliens all over again, with these vile face suckers.



## Dreamcast magazine

### @pinion

#### EVOLVED

- Great story that will get you hooked right from the start
- Well rendered graphics that are a delight to the eye
- It's an RPG!

#### DEVOLVED

- Dungeons/ruins can get repetitive
- There aren't enough save points
- Takes too long to get through the opening dialogue

VISUALS	86%
SOUNDS	78%
GAMEPLAY	80%
VALUE	74%

## DM Rating 80%

summing up  
> As far as RPG's go *Evolution* certainly isn't the greatest the world has ever seen, but it is undeniably great fun to play and completely indulgent.

alternatively >  
> *Resident Evil 2*



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essential information>

Tee Off Golf



**Publisher** Acclaim  
**Developer** Bottom Up  
**Origin** Japan  
**Price** £39.99  
**Genre** Sports  
**Release** 28 January



# Tee Off Golf

**Fancy yourself as the next Tiger Woods or Sergio Garcia? Then try pitting your wits against Acclaim's Tee Off Golf.**

❖ **Golfing games are two a penny on lesser consoles, so it comes as a surprise that it's taken someone so long to come up with one for the Dreamcast.** Fortunately, in this case Bottom Up's have created a remarkably fun game to play, despite the fact that it is riddled with mediocrity and deficiencies.

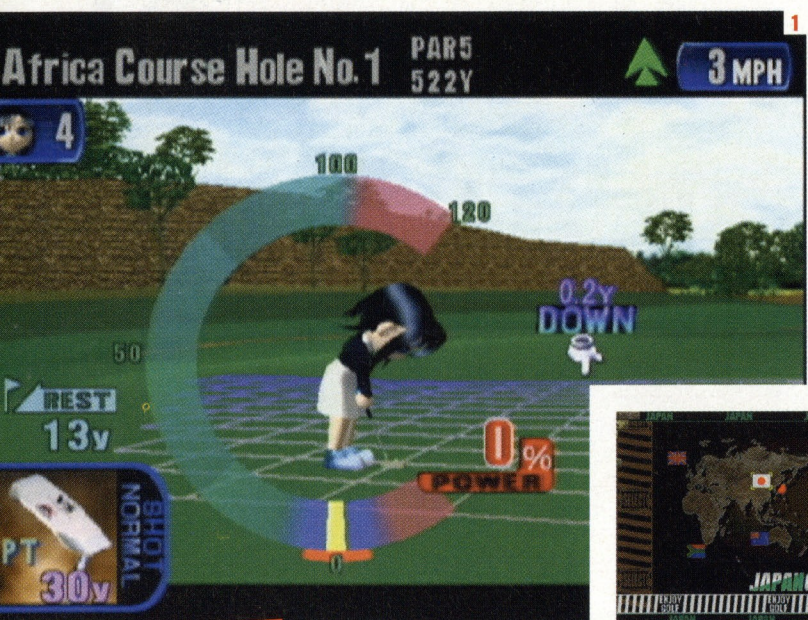
## Fore

To say that *Tee Off Golf* looks like a PlayStation game would not be doing the game an injustice as there is nothing about the game that makes it look like a Dreamcast game, or even play like one. In fact it is ostensibly a PlayStation game (although it has undoubted heritage in

*Mario Golf* on the N64 as well as *Everybody's Golf*) in disguise – which is not necessarily a bad thing, as it proved to be a stonkingly fun game to play – it's just that the Dreamcast is capable of so much more than what is offered here and compared to other Dreamcast games, it is left positively wanting on all charges of substandardness. But hell, what does that matter when it's such fun to play after you've allowed yourself to be swallowed up by the whole golfing addiction that positively oozes from this game. Once you've got the hang it there is no way that you will be able to start a round without completing all 18 holes as you strive to get Birdie after Birdie and

beat the course record. In other words, you will not be satisfied until you have mastered the rough, the fairways and the greens. Even better is when you rope in a friend or two (the game caters for up to four players) and the real competition starts. Only now, under real pressure, will you find out if you are man or mouse, master or novice, and more often that not, you will wish you could reach for your own club to vent your frustration, such is the intense atmosphere that has suddenly surrounded you and your judgement. Road rage? What about golfing rage?

*Tee Off Golf* offers a number of playing options – though not enough – including a World Tour (where you play all the courses) and Free Round which is just a quick outing on one of the courses. Although at the start, the game only offers four characters (all cute and



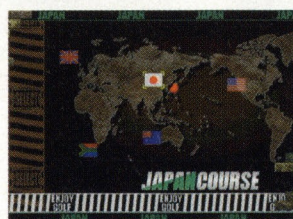
3

Devland Course Hole No. 4 PAR 551Y 16 MPH

HOLE	1	2	3	4	5	6	7	8	9	OUT
HANDICAP	13	1	2	3	4	5	6	7	8	38
PAR	4	4	4	4	4	4	4	4	4	38
JULIAN	6	7	5	7						

HOLE	10	11	12	13	14	15	16	17	18	IN	SCORE
HANDICAP	10	4	7	14	10	17	10	5	3		
PAR	5	4	4	4	3	5	4	3	4	38	
JULIAN											



[1] It was this putt for the championship and the pressure was on. [2] Before each hole you get a quick tour and a look at the course map. [3] It was turning out to be a bad day for Julian. [4] It's Big Head mode all the time in Tee Off Golf.

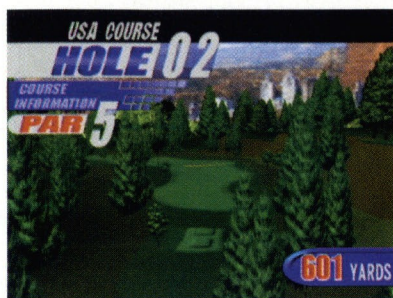
## G-HOLE

> *Tee Of Golf* features a rather strange game called G-Hole, which is a Japanese version of croquet by all accounts. Anyway, set somewhere in space (no really) the aim is to be the first to hit your ball through all the hoops. Interesting to say the least.





Get that swing into shape by seeing how the pros do it.



cuddly) there are a total of 12, but you must unlock them first by setting course records and the like. This can prove rather frustrating, especially as it takes a little while to get to grips with the game. Each character is an individual with their own skills as well as their own reactions to putting the magical Birdie or mortifying Bogey. However, once you've conquered the skills of judging the power you need for shots and the ability of hitting the ball on the spot, there'll be no stopping you from flying (like a birdie) around the courses.

## Bunkered

But things aren't all this rosy in the lucious garden of golf, as the gameplay is seriously let down by a number of flaws. To start with there are only five different courses from around the world, including: Scotland, America and Australia, but the word different must be used with caution as, if we're going to fair here, there is actually little variety between the courses and holes except

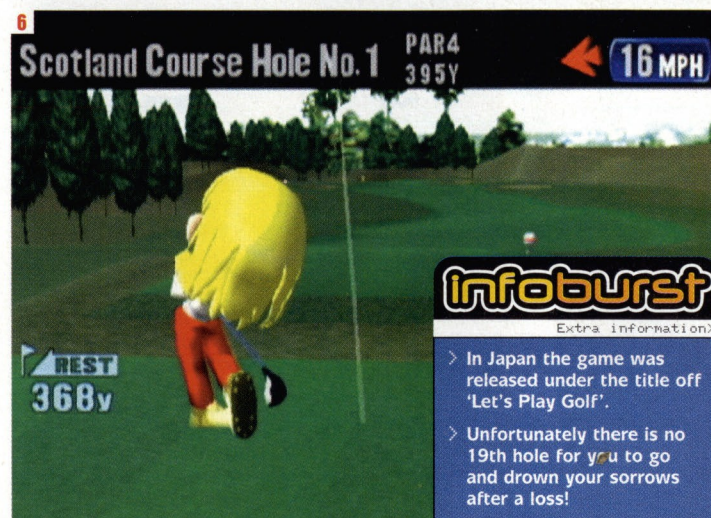
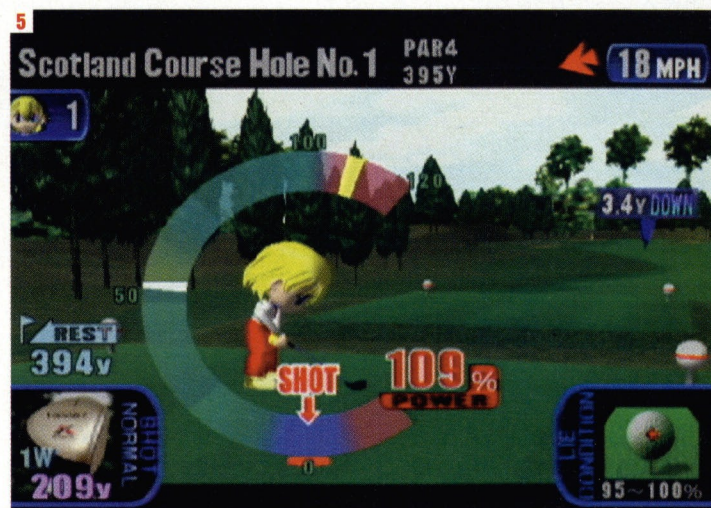
the location and it all begins to look, well, a bit too



similar. While on a downhill slide, the graphics leave much to be desired from such an all-powerful console, and it makes the game look as if it belongs to the realms of the PlayStation and N64. The graphics are far from dissimilar to *Mario Golf*, which means that although the characters are all sweetness and light they're a little bit too sickly sweet. But the worst of all is saved for last and that is the sound effects and the soundtrack of the game. To describe it as appalling would be doing it favours. Each character has three or four catch phrases which become incredibly annoying and there is a distinct lack of decent musical backdrop.

But what does all that matter when the game is capable of making even the bitterest of anti-golf individuals enjoy the game in such a convincing fashion? Though by no means a Glenn Eagles, a round of *Tee Off Golf* is a perfect way to fill in the gaps that punctuate the winter days, and bring a little sunshine (when it's not raining) to your life, despite its failings.

Alex Warren



## Infoburst

Extra information

- > In Japan the game was released under the title off 'Let's Play Golf'.
- > Unfortunately there is no 19th hole for you to go and drown your sorrows after a loss!



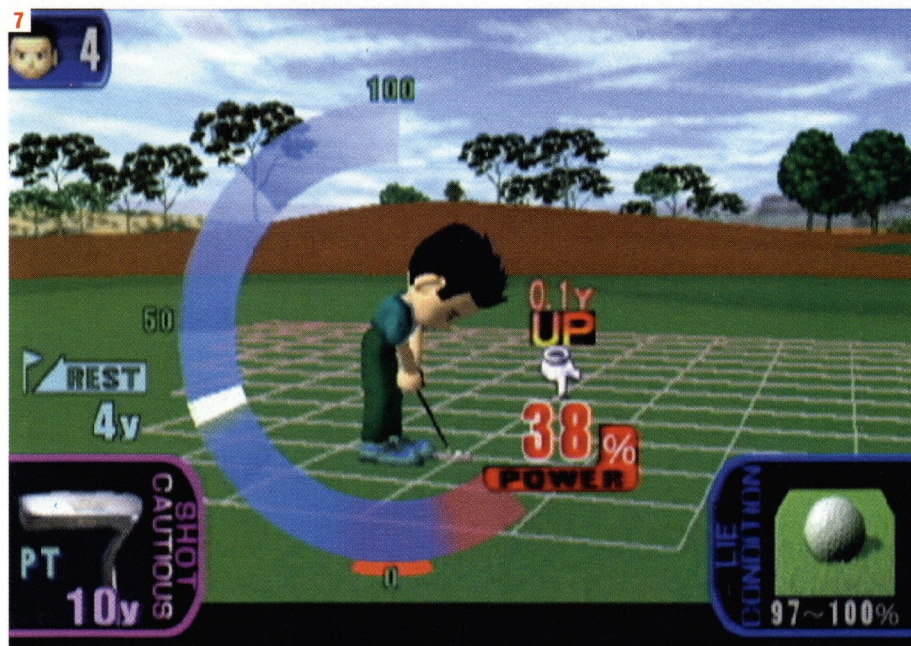
"Tee-Off Golf is a perfect way to fill in the gaps that punctuate the winter days..."

[5] Mastering the power of the shot and hitting the nail on the head is the first step to golfing glory. [6] With club chosen, all you have to do is hit the ball on the spot. [7] The grid on the green helps your putting skills.



> Considering that Electronic Arts has still to commit to Dreamcast, we'll have to make do with Acclaim's 'cutesy' take on the golfing game. Contrary to Alex's opinion, *Tee Off Golf* isn't as annoying or as frustrating as he makes out. In fact, I found it a right hoot, which is even better with a few mates joining you on the virtual green. If you boot up the game expecting to play a fun, cute and instantly playable title, then you won't be disappointed. However, if you are after a more serious affair then *Tee Off* won't be your cup of tea... ahem!

Stuart Taylor



EARL GREY	PG TIPS
Surprisingly addictive gameplay	Radimentary graphics
Four player option	Miserable sound effects
Cute characters	Lack of courses

VISUALS	58%
SOUNDS	49%
GAMEPLAY	85%
VALUE	75%

DM Rating 80%

summing up  
> Despite looking like a PlayStation game *Tee Off Golf* is a great way to while away those rainy days stuck indoors, on your tod or with mates.

alternatively >  
> Jimmy White's 2: Cueball  
> NBA Showtime

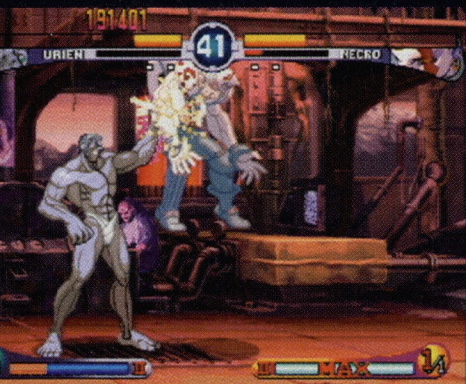


## Import Reviews

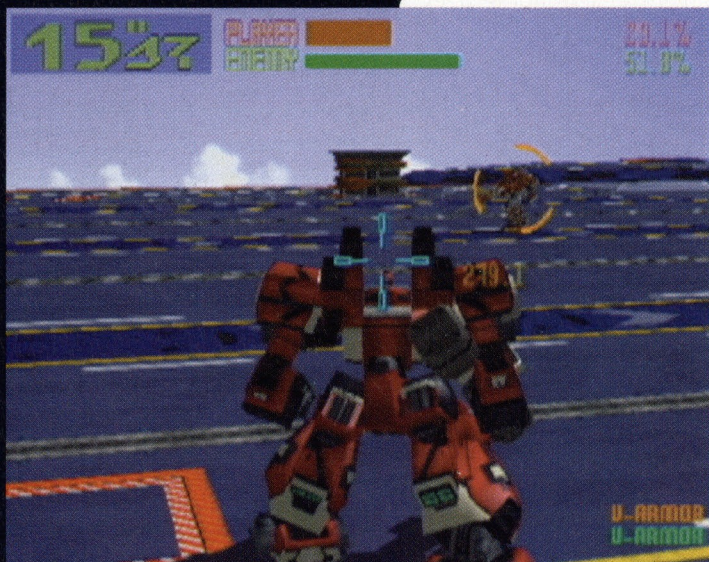
> It is in the strange world that is the import scene that you will find the usual mixture of oddities and wondrousness. Even if you don't own a Japanese or American machine you may just have to check out what our foreign cousins are playing.

After the sublime *Chu Chu Rocket!* last month, it has to be said that virtually every other game has been, well, a bit poor. Oh well, you can't have everything!

**Virtual On: Oratorio Tangram** 74  
**Street Fighter III W Impact** 76



**Berserk** 78  
**Jet Coaster Dream** 78  
**Death Crimson 2** 78  
**Star Gladiator 2** 78  
**Bakuretsu MB** 78



# Virtual On

## Oratorio Tangram

Prepare yourselves for some giant sized robot action... it's going to be one hell of a ride.

When a game gets a score of 39/40 in the Japanese *Famitsu* magazine (one of the most highly reputed games mags in the world) you'd be a fool not to sit up and take notice. Not wanting to miss out we pulled ourselves from our chair, away from *Crazy Taxi*, and hot footed it down to the local importer and grabbed ourselves a copy before pegging it back and plugging it in. And what did we get for all our efforts? Initially disappointment set in, but then the flood gates opened spewing forth a game which is great fun to play if nothing else, despite having no real reason or right to be so good.

### Metal Gear Solid

What *Virtual On: Oratorio Tangram* (hereon known as *VOOT*) does is take the tried and tested methods that lie behind every beat-'em-up and puts them in a

whole new arena and injects a whole new serum of life into a genre that keeps strolling on and on... and on. And this is where it succeeds in reaching above the now tedious, wearisome and stale fighters that are forever spawning from the banks of Capcom and the like.

*VOOT* puts you in command and control of a giant sized mech. robot. These beasts are surprisingly nimble for their size and construction, something which compliments the speedy 60fps gameplay so much so that it really is a case of if you blink you'll miss it. With one of the numerous robots chosen from the armoury it's time to head into battle and destroy before you are destroyed. Each robot is totally unique and all are totally different to one another with their own individual skills, weapons and moves, meaning that it's gonna take you a while to master each and every one of

**"VOOT is really good fun to play for a quick fix of fast and furious beat-'em-up action."**

essential information >

**Virtual On**

**Publisher** Sega  
**Developer** Sega  
**Origin** Japan  
**Price** £39.99  
**Genre** Beat-'em-up  
**Release** Out Now

two players arcade stick

vibration pack

visual memory

**VM** information

Save position N  
Logo during play Y  
Mini-game N



[1] Each individual robot is incredibly detailed. [2] With a pneumatic drill for a hand it's small wonder these robots are so hard. [3] *VOOT* makes use of some effective camera angles. [4] Nowhere to run in the ring of fire.







them. Once you've dived head first into battle the action is as fast as a bat out of hell, and you'll have to be at your best and to be on top of your game if you're to survive the fierce onslaught of fire power as you play a game of cat and mouse around the battle arenas, either against the CPU or a human opponent.

## Scrap Metal

Graphically the game is pretty impressive, although rudimentary at times, and keeps up with the intensity of the action with assured ease. The special effects aren't to be sneezed at either with some great looking explosions, fires and special attacks covering the screen at all times. Admittedly the audio accompaniment isn't quite up to the same standards but at least it isn't as wearisome or clichéd as that which accompanies other games within the genre. However, where the game is really let down is with the control

on the robots, which takes a fair old while to get to grips with and even then will test your skills to the limit. In Japan a special double joystick can be bought for the game (as there was in the arcades) which means that with just a standard Dreamcast controller it's a tricky old business of manoeuvring your robot with great effectiveness. But even these minor glitches fail to detract from the overall enjoyment of the game which simply oozes great gameplay out of every pore.

In no way is *VOOT* a great game, although it's certainly a good game, if not just for its new spin on the subject matter and the fact that it isn't a *Street Fighter* spin-off, then for its enthralling and action packed gameplay. Simply put *VOOT* is really good fun to play for a quick fix of fast and furious beat-'em-up action. Have a spin and you just might be caught in its spell.

Alex Warren

## THE CREATOR

One of the best features of the game is the *Virtuaroid* Customise option where you can create your very own fighting robot to strip your opponents of their metal clad bodies and use it for scrap metal. You can even design your very own emblem.



[5] Snowflakes are a novel way of killing someone. [6] It's a game of cat and mouse as you run for cover. [7] It seems that these things always come down to fisticuffs. [8] The explosions and light sourcing in the game are mightily impressive.



## 2nd opinion

*Virtual On* is, in a word, disappointing. Rave reviews in Japanese mags led me to believe that this title would be an exciting experience. Unfortunately, it is confusing, frustrating and not as ground-breaking as some would have you believe. The graphics are colourful and well animated, but the gameplay is completely uninvolved and tedious. To get the best out of this game – if you can be bothered – requires the Dreamcast Arcade Stick, as the control is ropey via the Control Pad. *Virtual On*? Virtual boredom more like.

Stuart Taylor

## Dreamcast magazine @pinion

SCRAP	CRAP
● Addictive and certainly fun to play	● Difficult to control with standard controller
● Better than all the Capcom beat-'em-ups put together	● Not another beat-'em-up?
● Runs at a smooth 60fps	● Doesn't sound as hot as it looks

VISUALS	83%
SOUNDS	74%
GAMEPLAY	85%
VALUE	79%

## DM Rating 80%

summing up  
Despite having a crap name *VOOT* is actually a pretty good game, with some lightning fast action and gameplay that shouldn't be sniffed at.

alternatively >  
Soul Calibur  
Slave Zero





# Import Reviews

# Street Fighter III

**Yet another dose of 2-D beat-'em-action for the Dreamcast... but can it make the cut?**

essential information >

**Street Fighter III W Impact**



**Publisher** Capcom  
**Developer** In-house  
**Origin** Japan  
**Price** £39.99  
**Genre** Beat-'em-up  
**Release** Out Now



two players arcade stick



vibration pack



**visual memory**  
**VM**  
**Information**

Save position N  
Logo during play Y  
Mini-game N



**Two dimensional beat-'em-ups. Now there's a thought. Love 'em or loathe 'em there's no denying** Capcom's ability to churn them out, as if they were... on a production line. So what can we expect from their latest effort just released in Japan? Not a lot is the answer. What Capcom, it would seem, have failed to notice is that they are in fact developing games for a 128bit next-gen console, rather than the 16bit SNES, because this game would not be out of place on such an elementary (though still great) console. In fact it could even be said that there is no discernable graphical or audio difference between this and the SNES version of *Street Fighter III*, rendering this game as being on an even lower spectrum than the lowest of the low. It would thus be fair to say that, judging from *Street Fighter III W-Impact*, that 2-D beat-'em-ups have had their day... or at least we can hope that they have.

## Blast From The Past

What *Street Fighter III W-Impact* does is take 2-D beat-'em-ups back a step, away from the frantic button pressing, complications, over crowding and overall madness of *Street Fighter III Alpha* and back to the more traditional one-on-one, simplistic fighting strategies. But why they have felt the need to do this is quite unknown, as it serves no real purpose and has no real point. If that's all we wanted from a beat-'em-up then all we'd have to do is go to the cupboard and dust down our SNES.

Graphically both of the games are, in a word, awful. Actually no, they're not

awful, they're distressingly horrendous. It's not just the fact that they are totally 2-D in presentation (which is bad enough in this day and age) but they're bland, stereotypical and plain dreadful. The action moves along smoothly enough, in fact it's lightning fast, but the quality of the graphics let this down as they are as grainy as loaf of wholemeal bread. Worse still are the backgrounds which beggar belief, with only three (and that's pushing it) frames for a full movement.

It's as ugly as... well whatever the ugliest thing you can think of is. The same goes for the gameplay. It offers nothing new and is more or less the same as every other *Street Fighter* game you've ever played. There's no new challenge to either game and unless you're a *Street Fighter* fanatic you will find yourself bored and unfulfilled within a matter of hours. Admittedly the two games do introduce new characters like Alex, Ibuki and Elena, although after only a matter of minutes you will realise that they are only new characters in terms of name and appearance as they have similar skills and moves to those found in previous *SF* games.

Then there's the music and the accompanying sound effects; both are totally rudimentary and have probably been copied straight over from a much earlier incarnation. So, it would seem that Capcom have put a distinct lack of

effort in preparing this game for the awaiting public, such is the rehashed theme that is apparent throughout every aspect of the game.

## Put To Death

Ahhh, but the game's got value. Well, technically yes due to the fact that it is two games rolled into one disc but the fact that there's not much difference between the two games combined with the fact that you've almost certainly got something identical already in your games collection (most likely filed in the SNES section) means that in actual fact it isn't as much of a bargain as you first thought. Which leaves just one simple question that needs answering: why? Why indeed. There is no point to this game, no meaning to it and certainly no place for it on the Dreamcast, especially when you have the likes of *Spoul Calibur* to satisfy your fighting urges and yearnings. There is nothing that can save this game from the scrap heap and without a single redeeming feature no one should even try to.

Stay away from this game if you value your life. *Street Fighter III W-Impact* proves that the 2-D beat-'em-up is a genre which is undoubtedly outdated, wholly out of place in the 21st Century and already half-way to be being dead and buried. Rejoice!

**Alex Warren**



**"There is no point to this game, no meaning to it and certainly no place for it on the Dreamcast..."**



## NEW KIDS ON THE BLOCK

> Both games features new characters, with only Ken and Ryu as survivors from the original *Street Fighter* game. There's Alex, Yun, Necro, Ibuki, Hugo, Sean, Urien, Elena, Oro, Dudley and Yang.







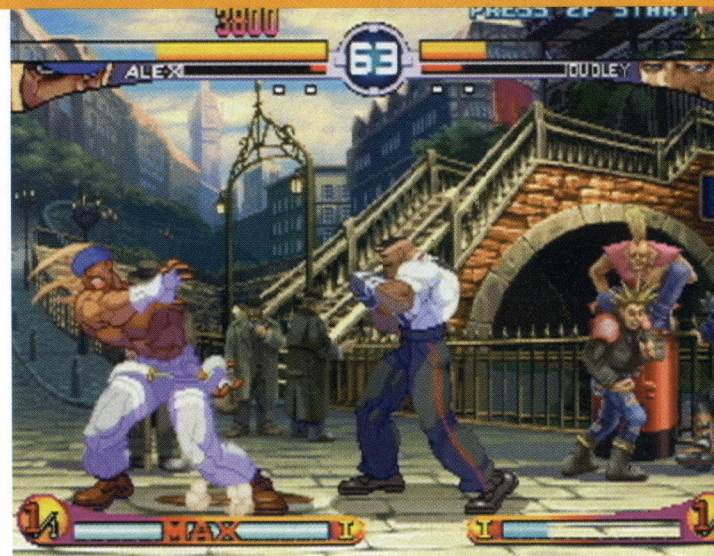
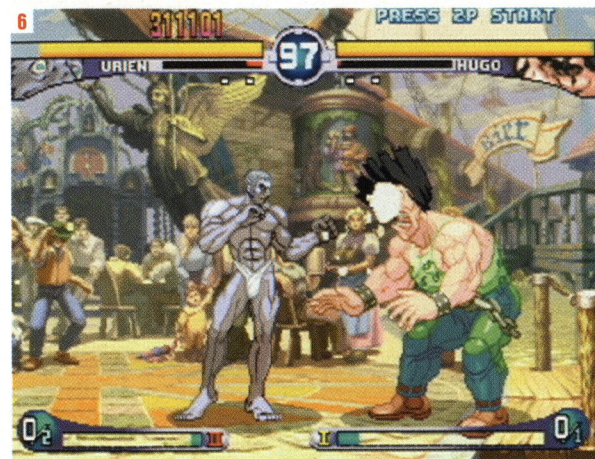
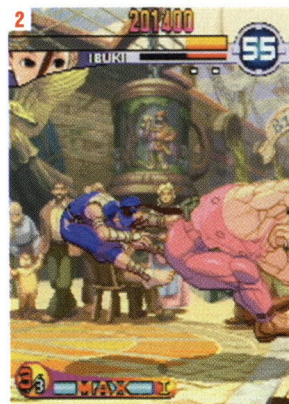
# W Impact

## 2nd @pinion

> Oh goody, more *Street Fighter*. Talk about flogging a dead horse – this one should have been turned into glue eons ago. However, I think Alex's bias against 2-D beat-'em-ups makes him a bit blinkered because this isn't that bad. *Street Fighter* is for a different crowd – it's a purist's fighting game without relying on looks to get by. Comparing it to *Soul Calibur* just ain't right; if you're looking for a more skilled and refined fighter, then this is the one to go for. Personally, I'd rather leave both and have a nice cup of Bovril, but then that's me... **Martin Mathers**



[1] Hugo couldn't withstand his sexual urges any longer. [2] Who said that my bum looked big in this? [3] No wonder he didn't win with a moustache like that. [4] It was back breaking stuff for Necro. [5] We wouldn't like to say what was going on here. [6] Urie pulled a sneaky one and threw his hidden custard pie.



## Dreamcast @pinion

### CRED

- + Two games on one disc
- + Lightning fast action
- + New characters

### CRUD

- Dated graphics
- Horrendous sound
- It's a 2-D beat-'em-up and we're sick of 'em

VISUALS	43%
SOUNDS	38%
GAMEPLAY	49%
VALUE	53%

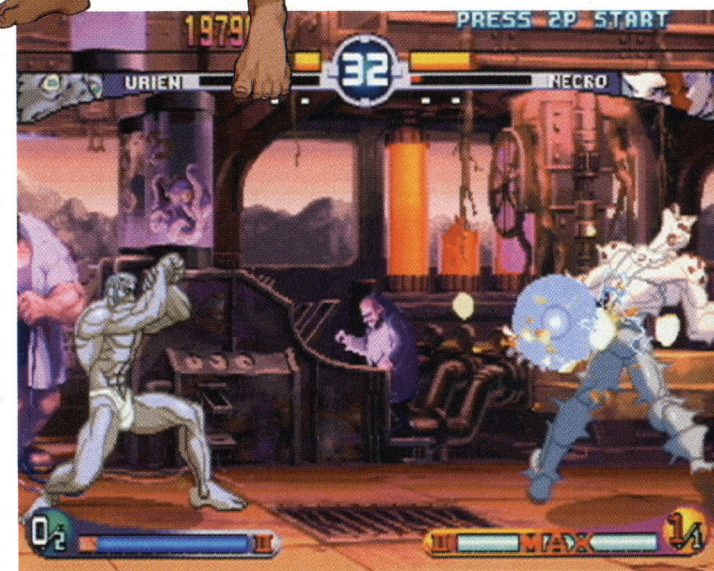
## DM Rating 44%

### summing up

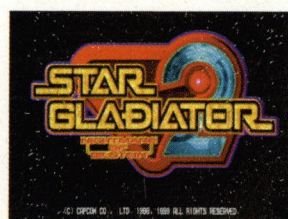
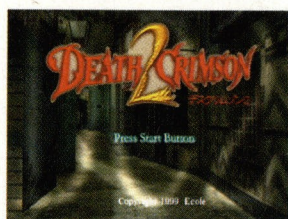
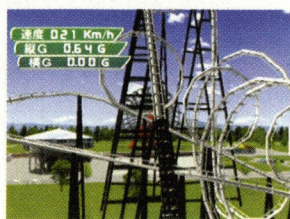
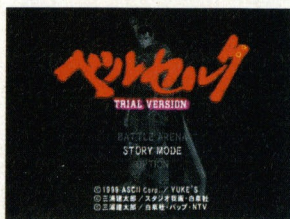
> Why there must be games as paltry as this on the all-powerful Dreamcast is beyond even the wildest reasoning and even if you are a fan you won't be for much longer.

### alternatively >

- > **Marvel vs Capcom**
- > **Street Fighter Alpha**







## Berserk

**Publisher** Ascii  
**Developer** Yukes  
**Origin** Japan  
**Genre** Beat-'em-up  
**Reviewed by** Stuart Taylor

## Jet Coaster Dream

**Publisher** Bottom Up  
**Developer** Bimboosoft  
**Origin** Japan  
**Genre** Sim  
**Reviewed by** Stuart Taylor

## Death Crimson 2

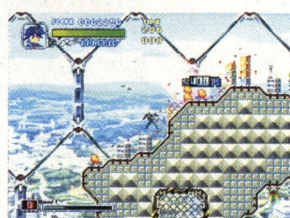
**Publisher** Ecolé  
**Developer** Ecolé  
**Origin** Japan  
**Genre** Shoot-'em-up  
**Reviewed by** Alex Warren

## Star Gladiator 2: Nightmare Of Bilstein

**Publisher** Capcom  
**Developer** Capcom  
**Origin** Japan  
**Genre** Beat-'em-up  
**Reviewed by** Stuart Taylor

## Bakuretsu Muteki Bangaioh

**Publisher** ESP  
**Developer** Treasure  
**Origin** Japan  
**Genre** Shoot-'em-up  
**Reviewed by** Stuart Taylor



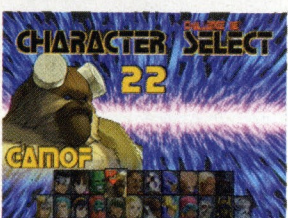
❖ If you're after a deep and involving gaming experience, you had best look elsewhere, as *Berserk* is no-nonsense, hack n' slash action at its best... and most goriest! The novelty of slicing your way through the varying demonic hordes does begin to wear thin after a few days play, and it is unlikely that *Berserk* will still be demanding your gaming attention after completion. The major faux pas is the omission of a two-player mode. However, the graphics are very pleasant to look at... in all their bloody glory, and it is fun in a quirky and sick kind of way.

❖ Those of us who excelled at technical drawing in school should have a head start with this excellent construction/strategy title. The aim is – and there are no prizes for guessing correctly – to construct roller coasters. Boy, what a surprise. Sarcasm aside, what is surprising is how good *Jet Coaster* actually is, although it cannot strictly fall into the 'game' category since the construction elements dominate. Distinctly different and compelling. Acclaim published Bottom Up's *Let's Play Golf* in the UK, so there's a chance it will also pick up *Jet Coaster Dream*. Here's hoping!

❖ There's not many complimentary things that can be said about *Death Crimson 2*, in fact there is just the one: it uses the light gun. As such, it is only the second game to do so, which is nice, it's just a shame about the rest of it. *Death Crimson 2* is a very poor man's *House Of The Dead 2* and is as lame as a three-legged donkey. Instead of killing zombies you shoot mechanical beings that aren't half as scary or as threatening as their undead counterparts. There's also a Story mode where your only contribution is pushing a button every now and again to make a decision. Leave well alone.

❖ Capcom is in serious danger of being perceived as a one trick beat-'em-up pony if *Star Gladiator 2* is anything to go by. Essentially, it's yet another flawless coin-op conversion of yet another *Street Fighter*-style clone. There are some nice visual effects – particularly in some of the combos – and some of the playable characters are well-designed. However, gameplay-wise, we've seen this all before far too many times. Like *Psychic Force 2012*, there really is nothing here that couldn't have been produced on a PlayStation, which is just not good enough.

❖ A Bangaioh is a huuge humanoid-robot, the kind that are the staple part of Japanese Manga culture, and you get to control one of them in Treasure's first Dreamcast title. Let's be brutally honest though, Treasure probably didn't spend that much time developing this game, since it is more-or-less a direct port over of the Nintendo 64 version. If you can get beyond the, 'Are they taking the mick?' impression generated by this unimaginative shoot-'em-up, there is a fairly decent game to be found. The question is, should you even bother?



**Overall** 75%

**Overall** 90%

**Overall** 53%

**Overall** 65%

**Overall** 65%



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LETHAL WEAPON 4  
LION KING 2  
LOST IN SPACE  
MASK OF ZORRO  
MORTAL KOMBAT:  
ANNIHILATION

MULAN  
NEGOTIATOR  
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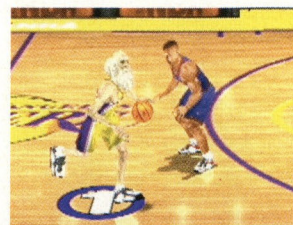


# Dreamcast solutions



Hints, tips, cheats and guides

## NBA Showtime: NBA On NBC



### Play Any Player On Any Team

To play any character regardless of what team they're on go to the 'Enter Initials' screen and enter the first three letters of the team the player plays for and then enter his jersey number as the PIN.

### Change Costumes

To see a player's alternative costumes when creating a player press up or down and his clothes will change.

### Play As Team Mascots

To play as a team mascot enter any of the following names and corresponding PIN and you will unlock that mascot.

TEAM	NAME	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

### Create-A-Player Characters

To play any of the following hidden players enter their name and PIN number to unlock them.

PLAYER	NAME	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternate Uniform	KERRI	1111
Lia the Female Player	LIA	0712

Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001

### Play As Midway Staff

MIDWAY STAFF	NAME	PIN
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johnson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	E GEER	1105
Matt Gilmore	MATT G	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tians	DIMI	0619
Dave Grossman	DAVE	1104

Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

### Unlock Other Players

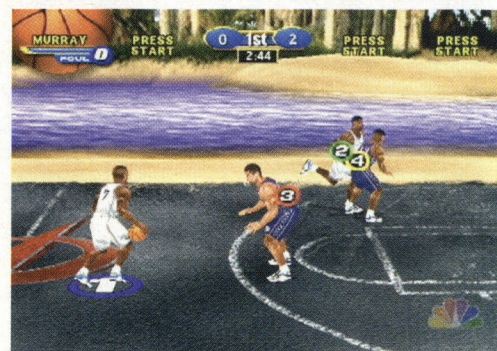
To play as any of the following players, some of whom are sports commentators and announcers, enter the name and PIN at the enter initials screen.

PERSON	NAME	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

### Access Hidden Courts

To access play on one of the following hidden courts enter the denoted combinations of buttons immediately after having selected a player at the 'Choose Team' screen.

COURT	CODE
Team 1 (Left)	Hold Up + Turbo
Team 2 (Right)	Hold Down + Turbo
Street Court	Hold Left + Turbo
Island Court	Hold Right + Turbo
Midway Court	Hold Up + Shoot + Pass
NBC Court	Hold Down + Shoot + Pass







## Access Cheat Codes

After you've chosen all your players and so on, and you are at the 'Tonight's Match Up' screen you can use the Turbo, Shoot and Pass buttons to change the symbols at the bottom of the screen and so activate the cheats. For example, in order to Show Hotspots press Turbo once and wouldn't press Shoot or Pass, and then press down.

CHEAT	CODE
Show shot %	0-0-1 Down
Tournament mode (no power-ups)	1-1-1 Down
Show Hotspot	1-0-0 Down
No Hotspots [Note 1]	2-0-1 Up
Fog on [Note 2]	1-2-3 Up
Thick fog on [Note 2]	1-2-3 Down
Swamp fog on [Note 2]	1-2-3 Right
Night fog on [Note 2]	1-2-3 Left
Snow on [Note 2]	1-2-1 Left
Blizzard on [Note 2]	1-3-1 Left
Rain on [Note 2]	1-4-1 Left
Big head mode	2-0-0 Right
No replays	3-3-1 Left
Team uniform [Note 1]	4-0-0 Right
Midway uniform	4-0-1 Right
Home uniform	4-1-0 Right
Away uniform	4-2-0 Right
Alternate uniform	4-3-0 Right

Note 1: Two player agreement required.  
Note 2: Only on outdoor courts.



# MARVEL VS CAPCOM

## Play as Lilith

To play as Lilith highlight Zangief at the character selection screen and then press Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down. Lilith will then appear below War Machine.

## Play As Roll

To play as Roll highlight Zangief at the character selection screen and then press Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up x2, Right x2, Roll will then appear for selection to the right of Mega Man.

## Play as Gold War Machine

To play as Gold War Machine highlight Zangief at the character selection screen, then press Left x4, Down x2, Right x2, Down x2, Left x2, Up x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5. Gold War Machine will then appear above Zangief.

## Play as Shadow Lady

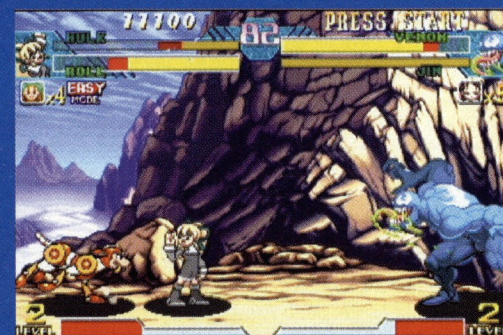
To play as Shadow Lady highlight Morrigan at the character selection screen, then press Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5. Shadow Lady will then appear for selection below Gambit.

## Play as Red Venom

To play as Red Venom highlight Chun-Li at the character selection screen and then press Right, Down x4, Left, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up. Red Venom will then appear for selection above Chun Li.

## Play as Orange Hulk

To play as the Orange Hulk highlight Chun-Li at the character selection screen and then press Right x2, Down x2, Left x2, Right x2, Down x2, Left x2.



Up x4, Down x2, Right x2, Up x2, Down x4, Up x4, Left, Up. Orange Hulk will then appear for selection above Ryu.

## Play as Evil Ryu

To play as the Evil press Down, Down/Back, Back, Fierce Punch. NB. You must have reached at least Level 1 on your hyper-combo bar.

## Play as Red Ryu

To play as the Red Ryu press Down, Down/Back, Back, Medium Punch.

## Play as Onslaught

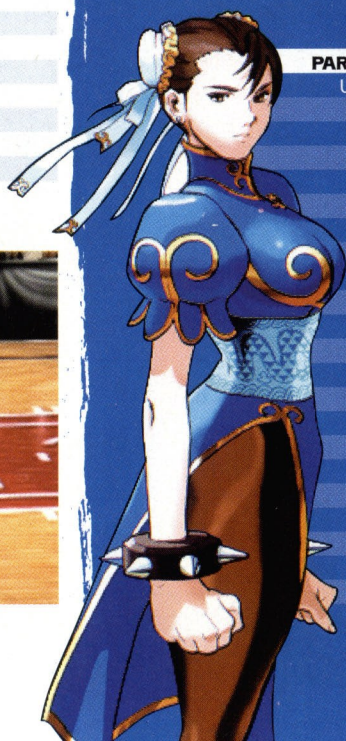
To play as Onslaught you must unlock all the hidden characters and then the Onslaught option will appear in the game menu.

## Full Pause Screen

Pause the game, then hold Y and press X.

## Select A Special Partner

To select your special partner before the special partner screen appears hold the corresponding buttons and your special partner will be chosen.



PARTNER	CODE
Unknown Soldier	Hold Start + Weak Punch
Lou	Hold Start + Medium Punch
Arthur	Hold Start + Weak Punch + Medium Punch
Saki	Hold Start + High Punch
Ton-Pooh	Hold Start + Weak Punch + High Punch
Devilot	Hold Start + Medium Punch
Anita	Hold Start + Weak Punch + Medium Punch + High Punch
Pure and Fur	Hold Start + Weak Kick
Michelle Heart	Hold Start + Weak Punch + Weak Kick
Mighty Thor	Hold Start + Weak Kick + Medium Punch
Cyclops	Hold Start + Weak Punch + Weak Kick + Medium Punch
Magneto	Hold Start + Weak Kick + High Punch
Storm	Hold Start + Weak Punch + Weak Kick + High Punch
Jubilee	Hold Start + Weak Kick + Medium Punch + High Punch
Rogue	Hold Start + Weak Punch + Weak Kick + Medium Punch + High Punch
Psylocke	Hold Start + Medium Kick
Juggernaut	Hold Start + Weak Punch + Medium Kick
Iceman	Hold Start + Medium Punch + Medium Kick
Colossus	Hold Start + Weak Punch + Medium Punch + Medium Kick
US Agent	Hold Start + High Punch + Medium Kick
Shadow	Hold Start + Weak Punch + Medium Kick + High Punch
Sentinel	Hold Start + Medium Punch + Medium Kick + High Punch

continued >



# Vigilante 8: 2nd Offense

## How To Activate Special Attacks

### Interceptor Missiles

Attack 1: Up, Up, Down, Machine Gun  
Attack 2: Up, Up, Up, Machine Gun  
Attack 3: Up, Up, Right, Machine Gun

### Bull's Eye Rockets

Attack 1: Up, Down, Down, Machine Gun  
Attack 2: Up, Down, Up, Machine Gun  
Attack 3: Up, Down, Right, Machine Gun

### Sky Hammer Mortar

Attack 1: Down, Down, Down, Machine Gun  
Attack 2: Down, Down, Up, Machine Gun  
Attack 3: Down, Down, Right, Machine Gun

### Brusier Cannon

Attack 1: Down, Up, Down, Machine Gun  
Attack 2: Down, Up, Up, Machine Gun  
Attack 3: Down, Up, Right, Machine Gun

### Roadkill Mines

Attack 1: Left, Right, Down, Machine Gun  
Attack 2: Left, Right, Up, Machine Gun  
Attack 3: Left, Right, Right, Machine Gun

### Brimstone Burner

Attack 1: Right, Left, Down, Machine Gun  
Attack 2: Right, Left, Up, Machine Gun  
Attack 3: Right, Left, Right, Machine Gun



## PSYCHIC FORCE 2012

### Play As Uon

Play the game for over six hours or complete the story mode with all ten characters.

### Play As Kiss

Amass over 12 hours of gameplay or complete the arcade mode with all characters including Uon.

### Play As Burn

Unlock Uon and Kiss and then complete both story and arcade mode with all characters including Uon and Kiss.

### Hidden Artwork

Place the game disc in a PC and there should be some images in the root directory.



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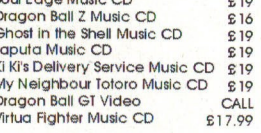
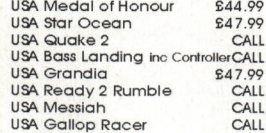
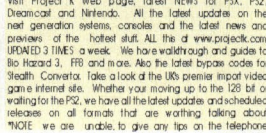
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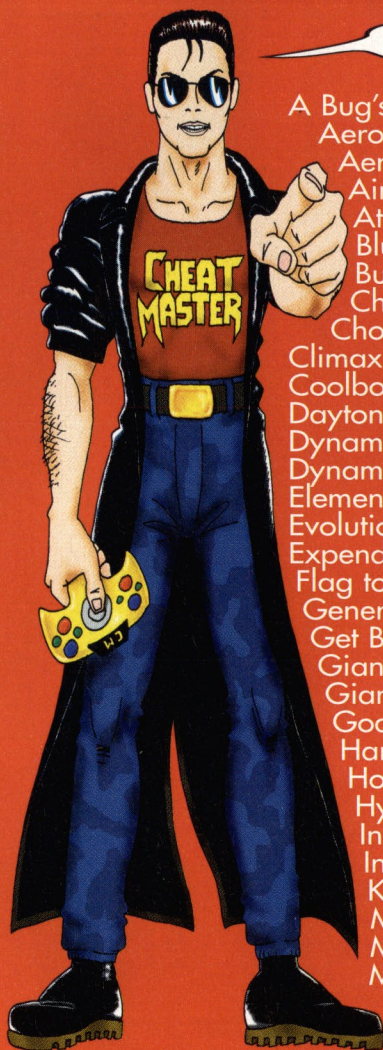


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# Toy

# Go

If you're having trouble unfurling and completing all the puzzles and missions in this wacky game then DREAMCAST MAGAZINE is here to save the day with an exclusive walkthrough guide to all of them!

## essential information >

### Toy Commander



**Publisher** Sega  
**Developer** No Cliché  
**Origin** France  
**Genre** Strategy



four players arcade stick



vibration pack



**visual memory system**  
**VM information**

Save position Y  
Logo during play Y  
Mini-game N

## CONTROLS

Toy Commander is one of the few games which makes use of all the buttons on the Dreamcast controller, so before we embark on this mighty mission let's get the controls sorted...

- By pressing Up, Down, Left or Right you will change the view of your vehicle thereby giving you 360° vision - which is very useful.
- Fire machine gun/drop items
- Fire special weapon/pick up items
- Change vehicle
- Change special weapon
- Decrease speed
- Increase speed
- Pause, menu and options
- Change view from vehicle

### Toy Commander

## ROOM 01

kitchen & dining room

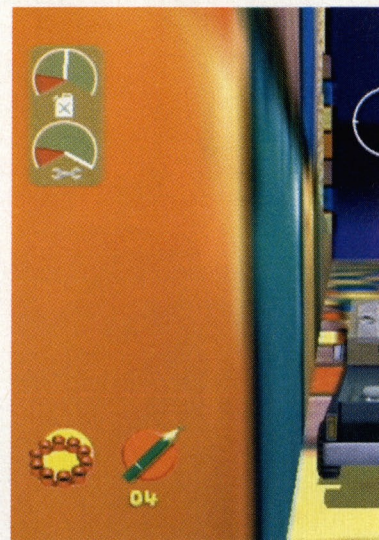
### Mission 1 - Training

**Objective:** Land the plane on the runway and then use the helicopter to drop two sugar lumps into the bowl of



chocolate. Finally, at the wheel of the pickup, find the bar of chocolate.

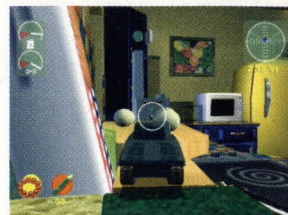
**Guide:** An easy one to start off with. Just head to the kitchen table, land your plane and get into the helicopter. There's an arrow pointing where to dump the sugar cubes which are on top of a pot. With the sugar safely in the chocolate, land the helicopter and get into the car. Head for the ramp onto the wall and then turn right and then make your way to the counter where the chocolate bar is hidden behind the toaster.



### Mission 2 - Dish Of The Day

**Objective:** Boiled eggs need three minutes in boiling water, so make sure you don't forget to light the gas!

**Guide:** You can either do this mission in the plane or the tank. Go to the work top where the eggs are by the cooker and push two of them into the pan of water. Then all you have to do is turn on the





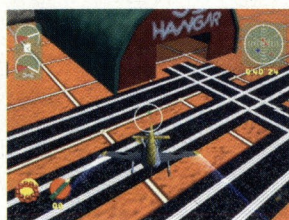
# Commander



## Mission 3 - The Ring Race

**Objective:** You have to finish in amongst the first three in this race. Even if it means playing dirty...

**Guide:** A basic racing challenge which you can only fail if you come last. All you need to do is follow the green rings and the other planes.



fireplace and destroy the submarines that are docked over there.

## Mission 5 - Infiltration

**Objective:** Prevent the convoy reaching its base by blowing up the bridge leading to it with a huge secret bomb.

**Guide:** Go and dump the truck out of the way of the convoy in the fireplace and near to the bridge. Then get into the plane and go and destroy the defences of the fortress and blow the gate down. Then land the plane and using the truck go and collect the bomb from in the fortress - it's on the left. Then go back to the bridge, drop the bomb and get out of there. Be quick though, as it's a race against the clock.



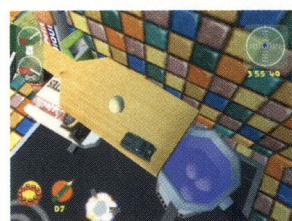
## Mission 6 - Air Raid

**Objective:** Destroy the enemy air base and their bombers while preventing them from destroying yours.

**Guide:** Quickly go into the second room and blow up the enemy base which is hidden under the desk. With part one of the mission completed rush back to your base where you will find it under attack and blow up the enemy planes with your missiles.



gas by pushing the buttons on the cooker and you've got boiled eggs. Alternatively you can turn the gas on before you put the eggs in.



## Mission 4 - Deep Sea Trap

**Objective:** Protect the supply boat from running into trouble with the submarines.

**Guide:** To protect your boat you must blow up the four submarines using your radar and missiles. With submarines blown up, fly over to the



## BOSS FIGHT MISSION 7 - CYCLON

**Objective:** Destroy Cyclon and make him your ally.

**Guide:** Drive up the ramp and fire missiles at him. Alternatively, you can choose to stay on the floor and then shoot him from long range instead. Make sure you aim for his guns first.





Toy Commander

**ROOM**

**02**

two kids bedroom

## Mission 1 – The Good, The Bad And... You

**Objective:** You must knock out all Ringolo's supporters who are dressed in red and who are about to take control of the town, without harming any of the innocent people – if you do you'll have to start again.

**Guide:** There's no real guide to this game as all you have to do is knock out the men and beasts in red who are littered around the room, and you just have to search them out using your radar. Use your eyes, some of them are well hidden.

## Mission 2 – F1 Grand Prix

**Objective:** Finish four laps and come in the top three.

**Guide:** Another racing mission. Just follow the green rings, don't come last and try not to break too much.

## Mission 3 – Desertion

**Objective:** Six of your soldiers have gone missing and you must recover them and bring them back to your fortress.

**Guide:** The first soldier is the easiest as he is in amongst the houses. Pick him up and take him back to base as you can only fit five



in the truck and the other five are all right at the top of the room on the beams. Follow the Scaletrix track up and then head for the fallen over crane where you get on a lift. Once you're on the beams you'll easily be able to find the other soldiers – just don't fall off!

## Mission 4 – Water Bombs

**Objective:** Collect the water bombs and then drop them on the firecrackers before they start to explode.

**Guide:** There are five water balloons by the sink (turn left at the start) and then find the firecrackers – there's one by the basketball, one by the doll and one on the bedside table upstairs – and drop a water

balloon on each of them to put them out.

## Mission 5 – Chuck

**Objective:** Kill Chuck the rabbit/godzilla type soft toy before he gets chance to cause too much damage.

**Guide:** The best way to kill him is to jump in the car and shoot him with missiles until he keels over and dies,



although using the helicopter is actually just as effective.

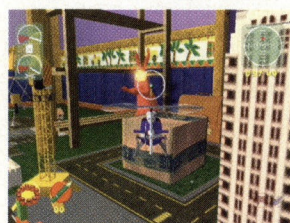
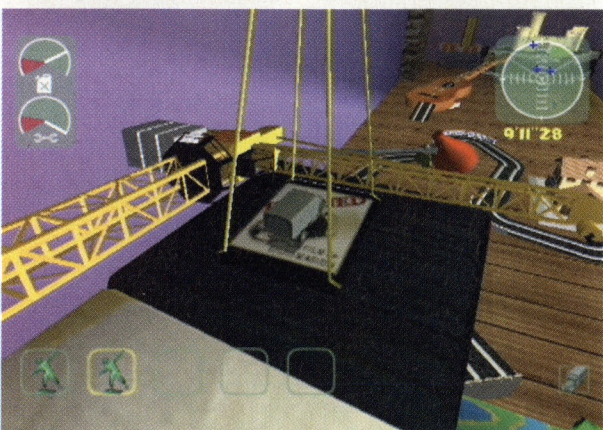
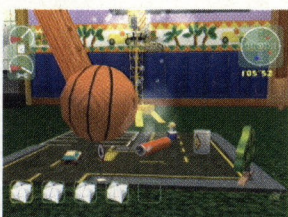
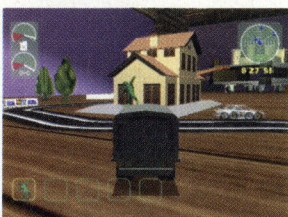
## Mission 6 – Clara

**Objective:** To rescue Clara the doll before Ringolo's evil henchmen come and reduce her to scorched embers.

**Guide:** The best way to do this mission is to get as many missiles together at the start and then fire them at the



tanks – which are firing at the house behind which Clara is firing – until they're all destroyed. It's best to wipe out the guns firing at you first though.

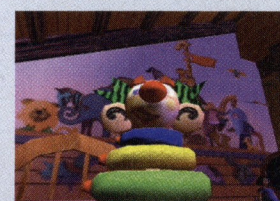


## BOSS FIGHT

## MISSION 7 – RINGOLO



**Objective:** Defeat Ringolo and make him your ally.  
**Guide:** The way to beat Ringolo is to shoot at his rings, starting with the largest, and then at his head using the missiles. If you go too close he'll shoot at you so it's best to do it from a distance







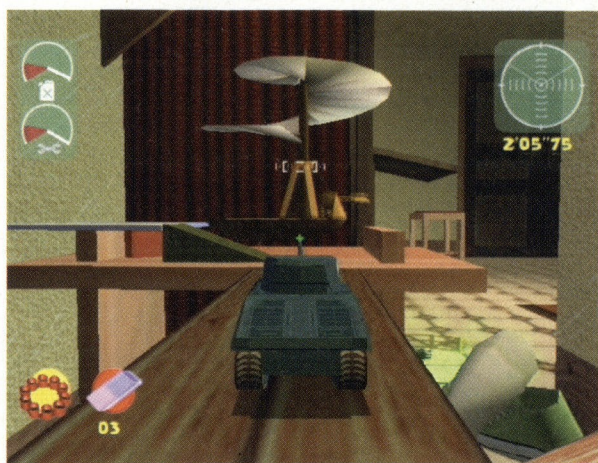
## Toy Commander ROOM 03 Hallway & its mezzanine

### Mission 1 – Daedalus

**Objective:** To find your way out of the labyrinth so that you can dispose of the sewage you're carrying.

**Guide:** Go straight 'til you reach the green trainers and then turn left and left again where you will see a switch under the table. Hit it and a gate will open to the right of the trainers. Go past this gate and you will see a weight and a chain to your right.

Go under this and over the ramp and you will be on a glass table. Follow the ramps over the red couch and onto a table with flowers where you will see another switch on the wall to your right. Break this and fall off the edge and follow the wall around. When you get to another open gate turn right and then right again and over some more ramps and then you will see another switch to break. Then go back to where you just came from and go under the three black weights and chains and up the final ramp, avoiding the mines to escape the maze.



### Mission 2 – Chemical Alert

**Objective:** Save the farm animals from the odorous trainers by using the deodorizer.

**Guide:** Pass the shoes and towards the two mice and kill them. Then go up to ramps and then drive onto the platform. Get onto the moving platform to the next level and drive into the can knocking it over. Then roll it towards the smelly shoes before shooting at it and letting off the deodorant.

### Mission 3 – Aces Patrol

**Objective:** Stay in the slip stream and formation of the ace flying squad.

**Guide:** Just follow the planes and do what they do. It takes a few goes to know what to do and when.

### Mission 4 – Emergency

**Objective:** The firemen have been captured and the town is on fire. You must rescue the firemen so that they can



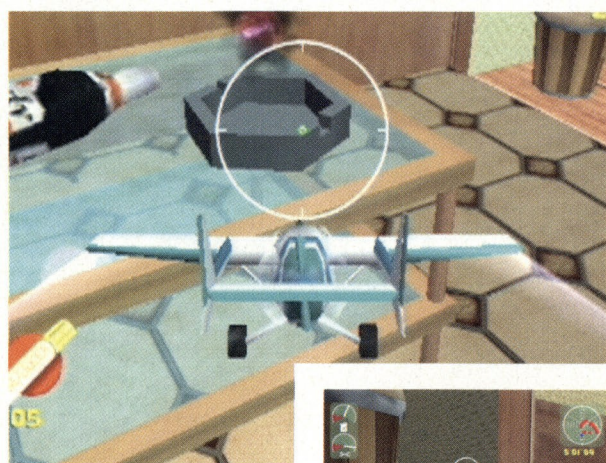
pilot the Canadair to put out the flames... but you need to find the water first and turn it on for them.

**Guide:** Take the car down the stairs at the bottom of which you should see a spider and it's web. Kill the spider and go under the stairs where there is another spider web which you must destroy. Now go to the shower room and break the glass button there, opening up the gate. Go back to under the stairs and destroy the tank by the gate and the prison where a fireman has been hidden. Switch to the helicopter and pick him up before heading to the bathroom where another fireman is hidden behind the toilet. Then take them upstairs and drop them on the helipad. The plane and fire truck should now take-off and with the helicopter go to the bathroom and push the blue button by the sink, turning the water on. The plane will then come and put the flames out.

### Mission 5 – The Hunting Season Is Open

**Objective:** Retrieve all of your paper birds, captured by Karter, before the hunters get a shot at them.

**Guide:** Using your radar shoot all of the poachers and shooters (there are a lot of



them) and then shoot open the cage that the birds are being kept in so that they can spread their wings.

### Mission 6 – Invasion

**Objective:** Cockroaches have invaded the house and they need stopping. You need to kill the Queen before you can kill all the others, but you need to save the helicopter from the clutches of the spider first.

**Guide:** With the tank go towards the table with the flowers and you will see a web with the helicopter in – shoot the web and free the



helicopter. Then go on the table and kill the spider and push the helicopter off the edge onto the floor where you must push it into the fire there, thus freeing the vehicle. With the helicopter go and find the Queen who is hidden down the lug hole of the sink in the bathroom and kill her. Then go and kill all the little cockroaches with either the tank or the helicopter using your radar.

## BOSS FIGHT

## MISSION 7 – KARTER

**Objective:** Beat Karter and make him your ally.

**Guide:** Simply ply him with missiles and more missiles and



more missiles until he capitulates. Shoot at his wheels first to immobilise him and then at his weapons – just watch out for his jaws.





Toy Commander

## ROOM 04 parents bedroom

### Mission 1 – Full Speed Ahead

**Objective:** Another racing challenge where you must make sure you don't finish last.  
**Guide:** Once again follow the green rings, but go slow on the first lap as some of them are hard to reach.

### Mission 2 – Railway Anguish

**Objective:** Get the train to the nearest station and prevent the guerrilla forces from destroying it.  
**Guide:** The best way to do this mission is to fly the route of the track without the train to begin with and shooting all the signals so the train goes the right way as well as shooting any enemies along the route. With the path safely cleared, unlock the train from its circular route and watch as it goes around to the station.

### Mission 3 – Forest Fire

**Objective:** The forests on fire and you've got to put it out before it reaches the chalets at the top.  
**Guide:** In the water plane you must fly over to the water and pick it up by pressing B



and then go and drop it over the fire by pressing B again. Do this as many times as needs be to put the fire out.

### Mission 4 – The 12 Mercenaries

**Objective:** Black Jack has stolen some of your soldiers and you must get them back from within his fortress using 12 mercenaries.

**Guide:** The idea behind this game is that you drop off your mercenaries every time you see an enemy. Pick up five of the mercenaries and drive them to the chair where you will see a green shoe. Drive past this as quickly as possible and drop your five mercenaries when you see a red soldier – they will shoot the tank from the higher level when it passes. When the tank is out of the way take them up the ramp, and turn left and then right where you can see two badness. Drop your men off and they will shoot them. Now take them back to the ramp and turn left. When men start shooting



at you drop your men and when the shooting stops collect them again. Go onto the piece of wood hanging over the edge and drive off. Carry on and then drop your men off at the book who will then shoot three more men. Then proceed past where the enemy were and your view should change. Drop your men off again and they will shoot at something. With shooting done take them over to where they were shooting at and drop them off again to kill two more of the enemy. Then go up behind the house while avoiding being shot at and the mission should be complete.



### Mission 5 – Banzai!

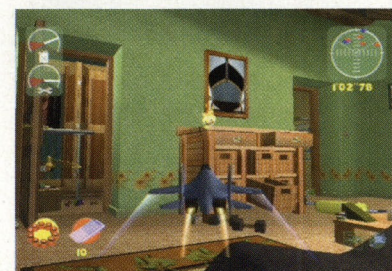
**Objective:** Sink the two destroyer and three submarines in the bath.

**Guide:** You have four planes for this mission so don't worry if you keep on dying. Just shoot anything that shoots at you first before concentrating on using your missiles and bombs to destroy the boats and submarines there.

### Mission 6 – The Escort

**Objective:** Escort your convoy safely to the right port by clearing the way of any waiting enemies.

**Guide:** Get into the plane and fly into the adjoining room and destroy all of the guns, tanks and men waiting in there. When you've destroyed everything hit the button on the wall near the doorway and then fly to the far wall and push another button near the floor. By now the convoy will be coming through the gate and if all the enemies have been destroyed then the mission will have been successfully completed.



## BOSS FIGHT

### MISSION 7 – BLACK JACK

**Objective:** Destroy Black Jack and make him an ally.

**Guide:** Simply shoot at him until he is destroyed, although bombing him is very effective too. If you shoot his sails first to immobilise him then the mission will be made much easier.







## Toy Commander ROOM 05 garage & tool room

### Mission 1 – The Weightlessness Challenge

**Objective:** Racing mission where usual rules apply, but this time there are four laps.  
**Guide:** Probably the easiest racing game, just follow the rings, arrows and boosts.

### Mission 2 – The Invaders

**Objective:** Destroy the UFOs before they beam your toys aboard and take them away to alien lands without shooting any of your toys.  
**Guide:** Simply shoot the UFOs as quickly as possible to prevent them taking your toys and the mission will be easily completed. It's best to stay on the table for this as you have a better view of where they all are.



### Mission 3 – The Pirates Treasure

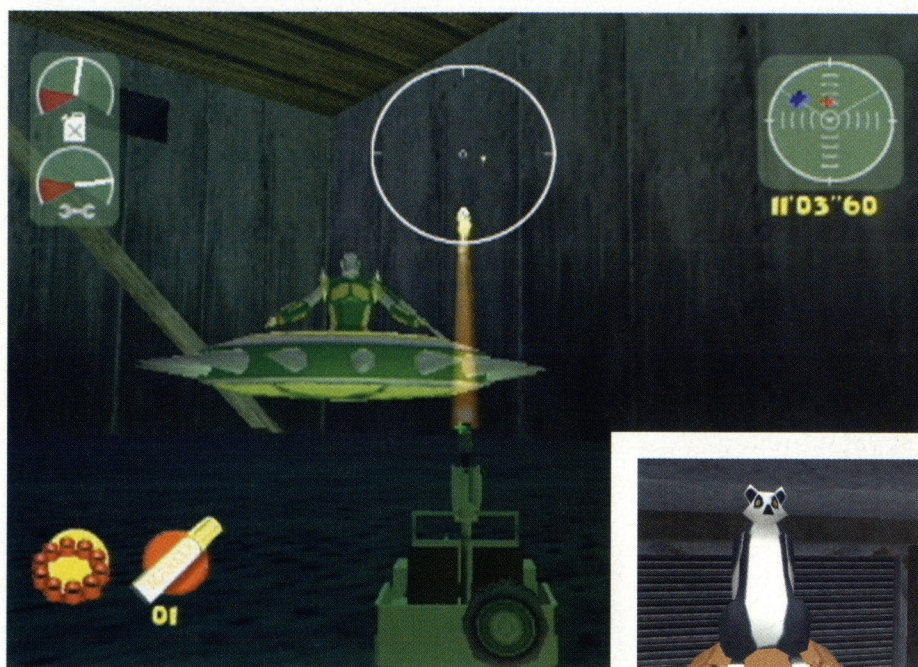
**Objective:** Find the treasure that Bugs Buggy has stealthily hidden and save the Viking princess from inside the castle

**Guide:** First of all get in the plane and destroy all the armaments around the castle and then swap into the car. Fall into the water and find the four jewellery pieces before going into the Teleporter which will teleport you onto a shelf. With the boost jump into the castle and save the princess and then take her with the jewellery back to your fort, which is near to where the mission started.

### Mission 4 – Vertigo

**Objective:** Find and save three scientists that Bugs Buggy has kidnapped and bring them back to your base safely.

**Guide:** First of all destroy all of the enemy fortifications and weapons with the plane before flying over to the blue



drill and shooting at its handle – it should spin a couple of times. Swap into the camper van and get onto the lift – push the button on the left using the tank to take you up. At the top turn right and follow all the ramps until you reach the castle and pick up the three scientists there and take them home.

### Mission 5 – Mascar The Lemur

**Objective:** To recover your helicopter and get rid of the lemur.

**Guide:** This mission is similar to the twelve mercenaries where you have to drop soldiers off to shoot for you at strategic points. Go under the table where a gun is firing at you and drop one soldier off, and then go to

the gate and drop the others off. This should clear your way up the ramp. Then drop your men off on the long blue ramp where they'll shoot the tank. Now head up the next ramp and skirt around wall and drop a man off to shoot the guard there.

Now go up the black ramp onto the shelf. Head towards the blue ramp, past the gun. Drop off the shelf where there's a fan and a man. Drop your men off to kill him and go up the ramp where you should be blown by the fan into the sky and landing by the computer. There's a tank there which you must push off the edge by using the picture as a shield. Then go down the ramp between two red flags and drop your men off to kill the guard

there as well as the hanger where your helicopter is. Then take the helicopter and kill the lemur

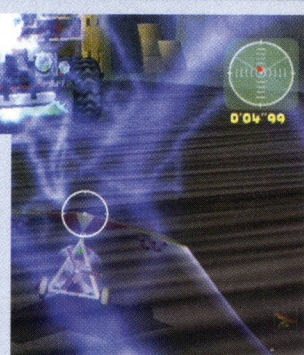
### Mission 6 – Return Of Invaders

**Objective:** The UFOs have returned to experiment on your toys. Destroy them and save your toys by bringing them back to the helipad.

**Guide:** Get in the car and destroy all of the guns and enemies and then all of the UFOs. Now go into the castle where you will see the Mothership which you must destroy with your missiles. Now change to the helicopter and go into the wooden area where you will find your toys being electrocuted and tortured and save them and take them to your base.

## BOSS FIGHT MISSION 7 – BUGS BUGGY

**Objective:** Defeat Bugs Buggy and make him an ally  
**Guide:** As with the other bosses just pelt him with missiles until he is destroyed – try trapping him in the corner as otherwise he's too quick to shoot at.







Toy Commander

**ROOM**

**06**

the attic

## Mission 1 – Chopper Race

**Objective:** You know the score – finish in the top three.

**Guide:** Follow the rings and the other helicopters and you can't go wrong.

## Mission 2 – Little Big Taxi

**Objective:** Find Matt and drive him to the station before Jenny gives up and gets the next train out.

**Guide:** The best way to do this level is to use your radar to find Matt in the labyrinth and then rush him to the station in time. If you can get



up onto the beams you will be able to find him easily enough – he's hidden next to the terracotta pot in the corner, but be quick as there's not much time.

## Mission 3 – Parachuting

**Objective:** Take the enemy base by firstly getting rid of the tanks preventing your plane from taking off and then parachute your men into the enemy base.

**Guide:** To get rid of the tanks

you must turn on the vacuum cleaner so that it sucks them up. With tanks gone you can then pick up the parachutists and drop them into the enemy base so that they can destroy it. There are three sets of them – one on top of a box, one on the suit of armour and one in front of the fort.

## Mission 4 – Hold Up

**Objective:** Get a small group of thieves together to help



you recover the eight pieces of hidden treasure in three different places, making sure you don't destroy them in getting them back to base.

**Guide:** The treasure is in three different places – in the cinema and the piggybank, which you must destroy to reveal the treasure, as well as in the fortress. For this part of the mission you must use the armoured car and then with the camper van go and pick up the pieces of treasure and take them back to your base.

## Mission 5 – Riots

**Objective:** A riot is brewing and you must stop it by destroying the pick-up truck and tanks that are causing all the trouble.

**Guide:** There's no real method

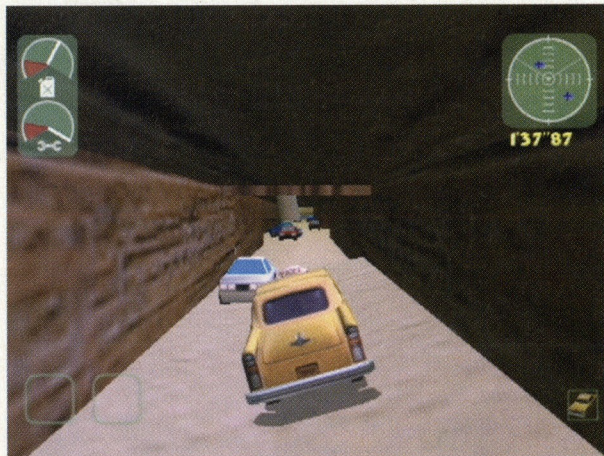


to this mission as you just have to rush around the room looking for and then destroying the vehicles that are causing havoc.

## Mission 6 – Mother The Witch

**Objective:** Save Noon from being cooked alive by first destroying the witch on her flying broom and then putting out the fire under the pot which Nono is in.

**Guide:** In the micro-lyte destroy the flying witch your missiles while minding out for her bats. With the witch killed switch to the water plane and pick up water and then go and dump on the flames to extinguish the flames and save Nono from becoming roast rabbit.

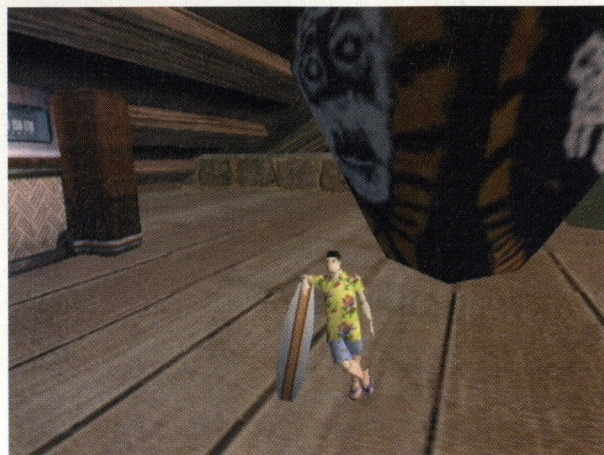
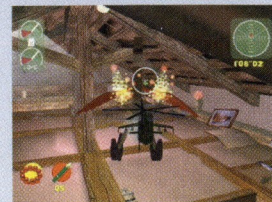


## BOSS FIGHT

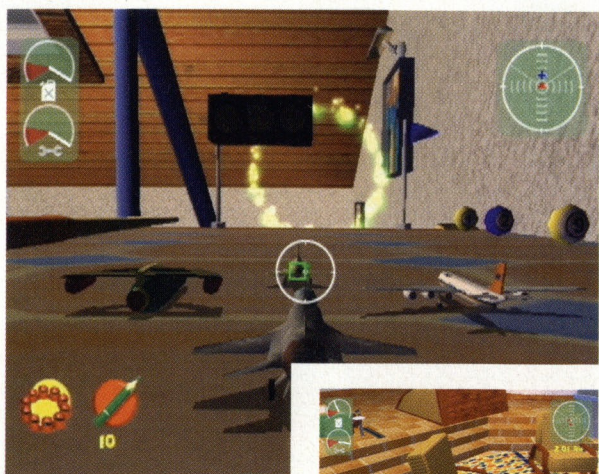
## MISSION 7 – PEGASUS

**Objective:** Defeat Pegasus and make him your ally.

**Guide:** Destroy him with your missiles, sending him into submission. Shoot off his wings thereby disabling him and then blow off his ears (his weapons) before finally destroying him by shooting at his head.







Toy Commander  
**ROOM 07**  
living room & winter garden

### Mission 1 – In The Open Air

**Objective:** Finish in one of the top three positions.

**Guide:** Follow the green rings and other racers.

### Mission 2 – Dogfights

**Objective:** Destroy the three enemy planes before they destroy you.

**Guide:** Use all the skills that you've amassed as a pilot and blow them out of the skies using your mines as well as your missiles.



### Mission 3 – Galaxy Wars

**Objective:** Prevent Aldarak XIII and his friends from conquering the three planets

**Guide:** To save the planets you must first destroy the enemy ships attacking them and their LEN factory using the space craft before freeing the pilot. With the prison destroyed collect the astronaut using the hovership and take him back to your base. Make sure he doesn't get caught in any crossfire as you can't complete the



### Mission 4 – The Mad Train

**Objective:** Destroy the mad train before it destroys everything it comes across.

**Guide:** You need to bomb the train carriage by carriage if you are to succeed in this mission, but you do get four planes with which to try and stop this runaway beast.



### Mission 5 – Extermination

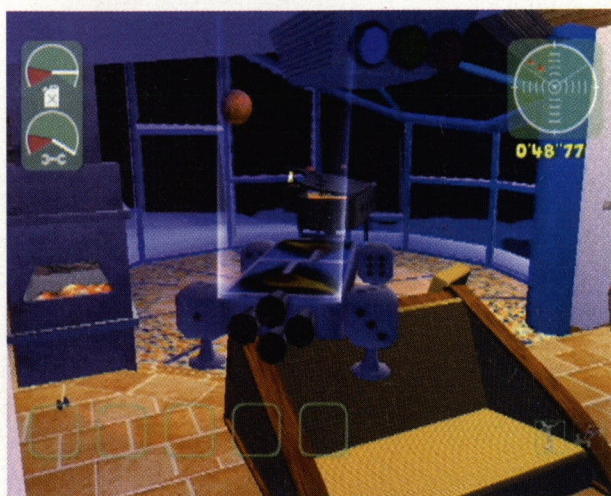
**Objective:** Save your toys from Aldarak XIII. You can't afford more than two losses or you'll lose the mission...

**Guide:** First of all take the truck filled with soldiers and

go to the bottom level. Drop a couple of soldiers at each house and pick up the civilians before taking them back to your base. Then take the tank and go and clear the second level up the ramps where







there are a number of tower blocks. Once that area has been cleared, take the bus and go and collect the toys and take them back to safety.

## Mission 6 – Space Revenge

**Objective:** The main aim of this mission is to destroy the piano but you need a mega bomb to do that.

**Guide:** First of all kill all of the enemy planes and their defences on the piano so that you will be able to get to the piano when you have found the bomb. It's important to



shoot the enemy planes as they will destroy your allied bases otherwise. When you have found the bomb (it's in the fish tank) place it in the bowl deep inside the piano using the hovercraft and then get out of there and watch it blow.



## CHEATS

### Access all Rooms

To access all of the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X. If this has been done correctly a note will be heard.

### To switch machine gun

To switch machine gun pause the game, then hold L and press B, A, Y, X, A, B. A note will be heard if it has been entered correctly.

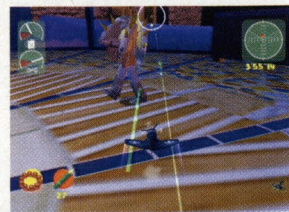
### Fix toy

To fix your damaged toy pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly

## BOSS FIGHT

### MISSION 7 – ALDARAK XIII

**Objective:** Defeat Aldarak XIII and make him an ally.  
**Guide:** As with all the other bosses shoot him down until he begs for mercy, but he is really hard. Shoot at his arms first, then his weapons and then his head. Watch out for the fireballs and his other weapons.



## BOSS FIGHT

### HUGOLIN



Toy Commander  
**ROOM 08**  
the cellar

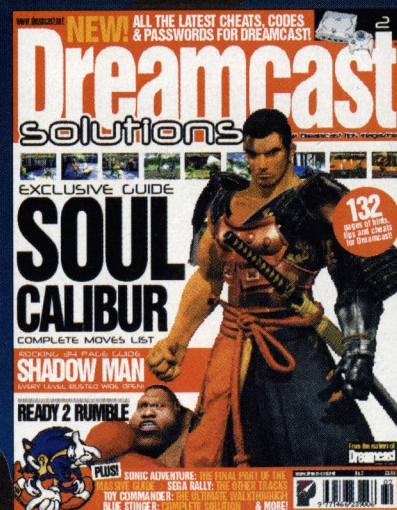
**Objective:** To defeat Hugolin and reclaim the title of Toy Commander.

**Guide:** If you've defeated all the bosses in all the rooms then you will have to fight Hugolin. If not then you will have to fight those toys too. Start by shooting at the robot he's inside. When he's out of that fire at his rocket pack, then at the dart board on his chest, then at his arms and finally at his glowing green eye. If you do this he will at last capitulate and you will be the Toy Commander once again.



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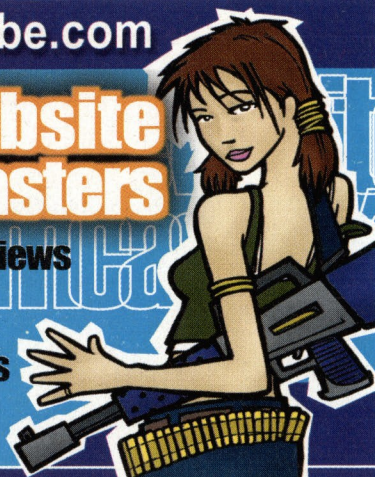
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### Contents

#### Mailbox

96> More of your thoughts sent to us with a whole lotta love. As ever, we've been inundated with stacks of missives, moans and messages. Here's where you'll find the pick of the bunch.

#### Reader Reviews

96> Here's the place where you get to try a spot of reviewing. It's not easy, is it? Well, it had better not be as we've been trying to convince evryone that we're specialists...

#### Web Watch

100> Don't know how to get on the Net? Not sure what site you wanna check out? DREAMCAST MAGAZINE in our committed drive to making your life just that little bit easier has put together the ultimate Internet companion – aren't we nice?

#### The Top Ten Girls On The Dreamcast

102> Check out the ladies! This month's issue is a bit of a ladies special (as you might have noticed) and our Top Ten is no exception. Grrrrls are cool!





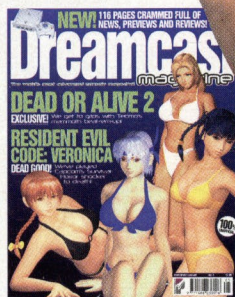
Here's the place to air your views. This month it seems that it is also the place to complain to us about the scores that we have given some of your favourite – or in some cases, least favourite – games. Oh well, some people are never satisfied...

## contact

You can send your letters in to us in a variety of ways...

By email...  
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By snail mail...  
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## Dreaming Of Spandex...

How can you say that *WWF Attitude* is rubbish?

I'd rate it at least 85%. You obviously don't like wrestling. You say that the graphics are awful, the commentary is terrible and the gameplay is horrendous! You're mad! The graphics aren't brilliant but they are not awful! The commentary is good and the gameplay is brilliant. I'd like you to re-consider on the rating please.

Sam Bradshaw,  
Staffordshire

**DM:** Oh, alright then, we'll change our score of *WWF Attitude*, just for you, let's give it say, 90%. Is that alright for you? Sorry, we lied! You see, the thing is, we rate games, not on personal bias, but rather upon the relative merits of each individual title. Having played plenty of games over the years we do know a thing or two about them. As such, we can spot a cash-in, a poor conversion, or game that has been lazily thrown together to take advantage of gamers who will buy any old rubbish because they are a fan of the genre/sport/film.

Which leads us to *WWF Attitude* which is, at best, very poor and no matter whether or not we like

wrestling game, we still are obligated to point out the good from the bad – that's what we get paid for. When compared to other Dreamcast games, *WWF Attitude* is pretty lame and looks somewhat dated – in fact, as our score reflected, we'd find it hard to recommend to all but the most obsessive wrestling fan... Of course, you are entitled to your own opinion, but in this case you are wrong.

## Sega Fears...

When Sony bring out their new computer, will the Dreamcast go down the pan like the Saturn did? Also, why aren't Sega advertising the Dreamcast – I haven't seen one advert over Christmas. Finally, do you know if there are going to be any strategy games on the Dreamcast like *Sim City 2000* or *Command & Conquer Tiberium Sun*? Also what's a zip drive?

Anthony Elliot, London

**DM:** Sony's games machine won't be available until Autumn 2000 at the earliest, so fret ye not. Have you considered the benefits of living in the here and now? The Dreamcast has got some great games and there are even more on the way. Best of all they will all arrive long before PlayStation2 has any shelf space set aside for it at your local EB.



You're obviously not watching much TV as there have been more than enough adverts extolling the virtues of the Dreamcast.

None of the games that you have mentioned have been confirmed, but it's only a matter of time...

A zip drive is kinda like a floppy disk drive, only it is capable of storing far more information.



## Disc Top Publishers?

I am writing to say how perfect I reckon the Sega Dreamcast is. The graphics are super smooth, the controls are super reactive – need I say more?

I bought one in mid-October and my mouth fell open as soon as I saw it. I'd wanted one as soon as I'd heard of it and I was glad I'd got it! Your magazine is the best that I've read so far but I have just one question for you: PLEASE CAN YOU MAKE DEMOS? Sorry to sound so harsh, but I'm desperate. I'd be quite happy to pay five quid for your mag and I'm sure other fans would be too. I hope your answer will be yes.

Cheers.

Georgia Mineo, Brigg

**DM:** Putting a demo disc on the magazine every month can be a dangerous thing. Charging a fiver every month for a magazine and disc that isn't worth bothering about can do more damage than good.

## Slaying The Lag Monster...

Is there any news yet about releasing a 56k modem in the UK, because so far the Dreamarena is too bloody slow. As usual we in the UK have to wait while everyone else gets the new stuff.

I suppose when SEGA get around to releasing the graphic upgrade kits to make it better than the PS2 we will have to wait to get it, and when we do, it will be out of fashion.

Benten Yamabana  
via email

## Sitting On The Fence...

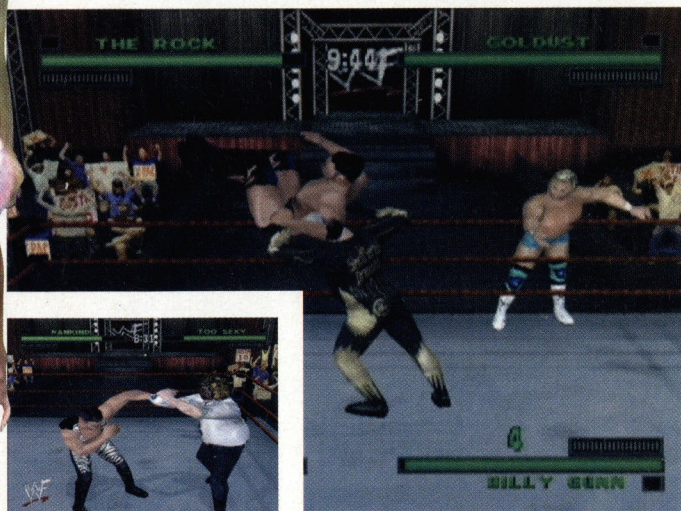
I have had my Dreamcast for over a month now and I love everything about it, but there are some questions that I would like to ask:

1. What is so great about the zip drive?
2. Will a printer become available for the Dreamcast so we can print stuff from the Internet?
3. Is there a microphone headset for the Dreamcast, because I'm sure I remember reading about one?
4. I also read in a magazine (not yours) that the Dreamcast runs faster than a Pentium 3 processor is this true?

Douglas Nicol, Ullapool  
via email

**DM:** Here goes...

1. You'll be able to store information which will mean that you can download pictures and movie files from the Internet.
2. No news as yet.
3. There is in Japan, but there has been no word on a UK release.
4. What! Why are you reading other Dreamcast magazines!





## Addiction Corner

➤ Much as *SWWS2000* is very good, as soon as a transfer has occurred the game is obsolete. It gets my goat up when you cannot edit names and so on. In football games of the past – like the mighty *Sensible Soccer* – you could change everything. Do you know if *Sensible Soccer* or an updated *Sensible World of Soccer* will be released for the DC? If so, when? As I would much prefer to play that than *SWWS2000* or *UEFA Striker*.  
**stoo.ken, via email**

**DM:** Afraid we're not sure. However, as Konami are developing a footie game for the Dreamcast you can be sure that when it does arrive you won't need any other soccer game.



**DM:** Irrespective of the modem, a 56kps modem is unlikely to help speed things up as the majority of phone lines in the UK are only capable of transferring data at 36kps. Until the phone companies update the phone lines, a 56kps modem is useless, but when they do, Sega will no doubt release a modem that will be able to take advantage of it. Graphics kits? What are you talking about? There's no need for anything like that, not yet!

### First And Best!

➤ **How's it goin' team?**  
➤ **Well, I am writing to ask** you some questions I've been pondering for a while:

1. Any chance of *Nights 2*, *Daytona 2*, *Scud Race*, *Virtua Cop 3* and *Touring Car 2*? Has there been any mention by Sega on any of these games?
  2. Can I get compensation from Sega – after all, I was a Saturn owner – in the form of Dreamcast vouchers? Because the Saturn was such a flop!
  3. Are EA not producing games for the Dreamcast, why is this?
  4. What about *Die Hard Trilogy 2* possibly being released on the Dreamcast?
  5. Do you lads get well paid? Is the work hard?
- Lawrie O'Hara, via email**

**DM:** We is bangin' it large (or something).  
1. *Nights 2* and *Daytona 2* will appear on the Dreamcast, none of the others have been announced.  
2. No, afraid not. Anyway, you can take advantage of the Saturn's demise by visiting your local games emporium and snapping up loads of great games for under a fiver!  
3. EA might just have one or two games in the pipeline...  
4. No news yet...  
5. Over worked, underpaid and perpetually in need of a holiday. However, we've had *Crazy Taxi* in the office this month, which is nice...

### I Wanna Type With The Rest Of Them!

➤ **Christmas is almost here and I can't wait because** I know one of the presents under the Christmas tree will be me own spanking new Dreamcast! But I have a couple of questions, firstly can you tell me where or how long it will be before I can get my hands on a Dreamcast Keyboard? Nobody seems to have them and I'm dying to get one so that I can use it whilst on the Internet. I know that you can go on the Internet without one but I've also heard that it can get quite frustrating and I've just spent over a month knowing that I've got a Dreamcast and not being

able to play with which was frustrating enough. My second question is: will there be a mouse available for the Dreamcast or will the joypads double up as one?

Please can you help?  
Many thanks from a great big kid!  
**Martyn Hopkins via email**

**DM:** Another Christmas ruined – whatever happened to surprises?

Keyboards are available right now, but they are pretty hard to get hold of. At the moment there's no sign of a mouse but I am sure that eventually Sega will announce one. Until then the joystick should suffice.

### I Need FIFA!

➤ **I am a fan of your mag and I think that the** Dreamcast will succeed, but I personally think that one thing is missing and that is the classic EA sports series. Do you know if they'll ever make an appearance on the Dreamcast?  
**Paul, Birmingham via email**

**DM:** EA are apparently secretly working on some Dreamcast games. However, whether this is true or not really isn't that important as Acclaim, Konami, Midway and Sega are all working on sports titles. How many do you need?



## Super Gamer Or Just Plain Lonely?

➤ **Can I ask where you get the ratings for your games? I am asking this question** because I got a Dreamcast when they were released and with the games that are out I am already bored of it. I got a Dreamcast with *Sonic Adventure* (great game, but FAR too easy) and *Ready 2 Rumble* (again, FAR too easy) but since then I have had *Sega Rally*, *Toy Commander*, *Speed Devils*, *Power Stone*, *UEFA Striker* and *World Wide Soccer* (thank God for EB's ten day guarantee) and they all kept me entertained for no longer than a day. I then read all the hype about *Soul Calibur* and decided to buy it from Simply Games because it is "Such a great game..." It took me three days to complete everything including Arcade mode on very hard – can you justify the rating of 94% (I admit a great two-player game but not 94%). Don't get me wrong I am standing by my Dreamcast but at the moment I am back to playing on my PlayStation for entertainment. The future does look bright as I have a back order on *Shadow Man* and will be investing in *Worms*, and next year there's *Resident Evil Code: Veronica*, *Rainbow Six* and so on to look forward to, I just hope that they take longer than one week to master, otherwise it's roll on PlayStation2.

**Michael Robertson, Surrey via email**

**DM:** Are you pale and ill? *Sonic Adventure* is a fairly straightforward game, but visually it is stunning and reviewers were initially bowled over by that. However, it has to be said that once completed you're unlikely to return to it, so I suppose in the long-term, the rating of the game will be lowered accordingly. Of greater concern to us here at DREAMCAST MAGAZINE is that you do appear to have some sort of attention span problem, *Soul Calibur* is an awesome game and is probably the best beat-'em-up we've ever played. The Dreamcast is an excellent bit of kit, with many great games, some of which don't take forever to complete, others that should offer you months, perhaps even years of gameplay. It sounds as though you should at least give the games you buy a little more time or read the reviews, and only buy the ones that you think are going to last. If you don't you will always be disappointed with the games you buy, whatever games machine you happen to own at the time.





See your name in print! This is your chance to show the word just how much of a wordsmith you are. As ever, you still seem to love pretty much every Dreamcast game that's been released.

It'll get to you in the end, oh yes it will.

You'll read a review and suddenly you'll feel compelled to tell us why you think that we were wrong. We were expecting a raft of *WWF Attitude* reviews after all the fuss we've had about the fact that we dared give it a sub-ninety score, oh well...maybe next month...

However, should you just want to write to us (at the usual address) with your 100 word reviews we will gladly print them.

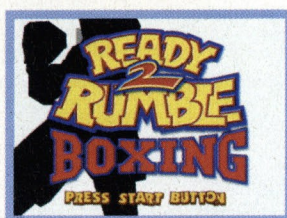
The views expressed in these reviews are those of the reader and not DREAMCAST MAGAZINE.

## contact

You can send your reviews in to us in a variety of ways...

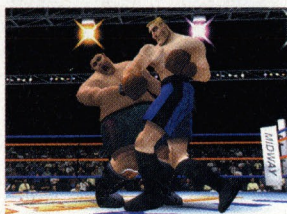
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By snail mail...  
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Paragon Publishing  
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Bournemouth  
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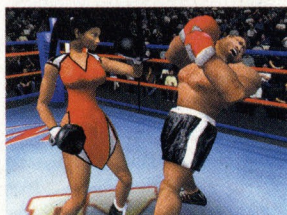


### Ready 2 Rumble

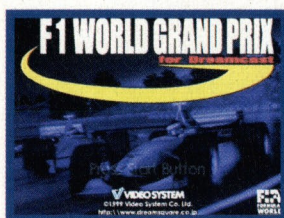
**Publisher** Sega  
**Developer** Midway  
**Origin** America  
**Genre** Beat-'em-up  
**Reviewed by** Stephen Thomas



If you can excuse the awful theme song then *Ready 2 Rumble* is definitely the best fighting game on the Dreamcast bar none. All the characters are really good, have really funny sayings and moves – Afro Thunder is definitely the best! The gameplay is also really good and it is great fun to play either on your own or with friends. The graphics and the sound effects (the song apart) are also brilliant; and of special note is the comedy bruising that you see on the boxers' faces when they get hit. This is undoubtedly a great game and one of the best games on the Dreamcast!



**Overall 96%**



### F1 World Grand Prix

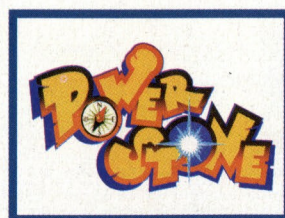
**Publisher** Sega  
**Developer** Video System  
**Origin** UK  
**Genre** Racing  
**Reviewed by** DROHAVERS@aol.com



This game is lacking fundamental ingredients required by every racer. The problem is that the handling and car performance is completely wrong! Apart from my previous points, the game appears to be not only superb-looking but also one of the most complete Formula One games on any format. However, if I'd have wanted an arcade racer then I would have bought *Ridge Racer 4*. As it stands, I am disappointed with this game, no matter how good it looks, it can't hide the fact that the cars don't respond or move how they should do.



**Overall 70%**



### Power Stone

**Publisher** Capcom  
**Developer** In-house  
**Origin** Japan  
**Genre** Beat-'em-up  
**Reviewed by** Christopher Johnson



As arcade games go *Power Stone* is great, but as Dreamcast games go it is an utterly brilliant game. It is better than arcade perfect and is as addictive as the most addictive substance in existence. The gameplay is lightning fast and there's hardly any slow-down at all, meaning that is great fun to play without any frustrations. The graphics are equally impressive and *Power Stone* is far better than any of Capcom's other fighting games. The sound is also good, making it a really well rounded game overall, and one of the best Dreamcast games so far.



**Overall 93%**



### Millennium Soldier: Expendable

**Publisher** Infogrames  
**Developer** Rage  
**Origin** UK  
**Genre** Shoot-'em-up  
**Reviewed by** Jonathon Herring



It is an overhead/ angled 3-D scrolling shoot-'em-up reminiscent of old coin-ops like *Gauntlet* or *Smash TV*. Blasting everything that moves is recommended. Various power-ups, throwable dynamite sticks, temporary god mode pills and health packs can be collected to increase the alien bodycount. It was developed by Rage Software so the visuals are top, with nice lighting effects and satisfyingly exploding enemies. The sound is of an equally high standard. Even on the easy setting it is still a challenge. After *Sonic Adventure*, this is the best Dreamcast game I have played.



**Overall 90%**



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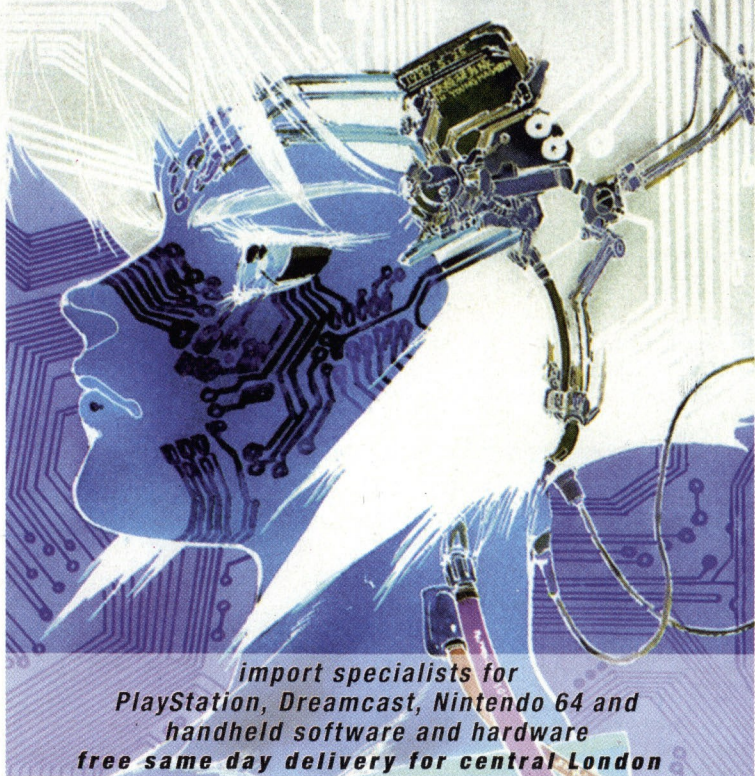
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Missed our beginners guide to exploring the Internet last month? Then fear not as we give you a no frills guide on how to get onto the Internet.

1. Plug your Dreamcast modem into the phone line.
2. Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.
3. If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible via the Dreamcast.
4. Once you're logged on you're free to wander where you like by just typing in the address of the site you want to go – what could be easier?
5. To help you on your travels Sega have included some shortcuts, and these options will appear when you press the left and right shoulder buttons.

L

## Left Shoulder Button

Home

Bookmark

Jump

Mail

Chat

Options

Disconnect

- Home** Will take you back to the main DreamArena page
- Bookmark** A directory of Web sites including other Sega sites, BT, ICL and Arsenal FC, which you can highlight and then access without having to type out the address
- Jump** The way to get around on the Internet. A keyboard will appear on the screen and you can surf the Web by entering whatever Web site you fancy visiting
- Mail** Will take you to the email facility so that you can send letters to friends
- Chat** Takes you to the chat room menu in the DreamArena
- Options** Allows you to change various settings, including sound and contrasts, on your screen
- Disconnect** Disconnects you from the Internet

R

## Right Shoulder Button

Back

Forward

Reload

Cancel

Add Bookmark

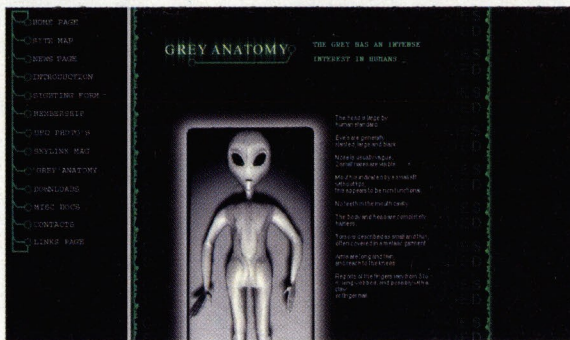
Zoom

File

- Back** Will take you to the page that you were at previously
- Forward** Will take you to the page that you've just come from if you've just left it
- Reload** Reloads the page that you're on
- Cancel** Cancels a previous instruction
- Add Bookmark** Will add a Web site's address to your Bookmark list for future reference
- Zoom** The page will zoom in on an image or text on a page
- File** Takes you to the VM unit menu where you can, in the future, save items

# Web Watch

No doubt you've all been surfing the Net in-between playing games on your Dreamcast, and we're no different. Here's some of the best sites that we've found this month, so if you fancy checking them out, you know where to go. If you have any favourite Web sites then send us their addresses and we'll check 'em out. Happy surfing!



## The Aliens Are Coming

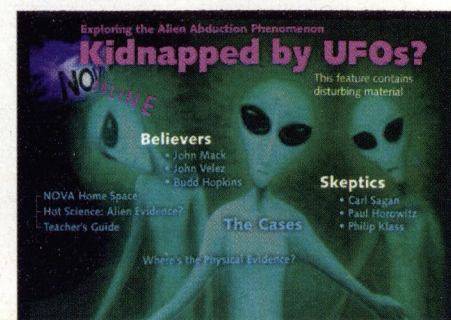
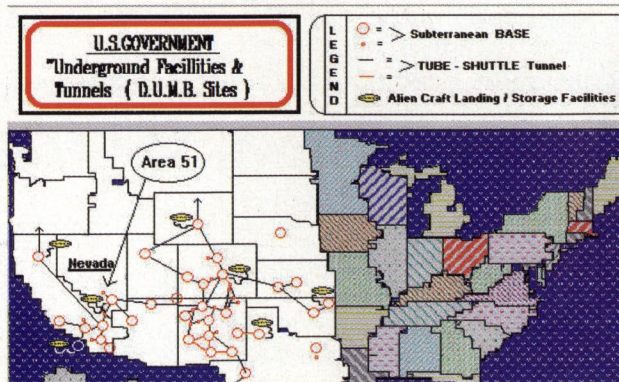
Rayman, he's an alien right? Well yes, but a nice friendly alien. But it seems that aliens are taking over the Internet too. Such is the prolific amount of sites devoted to the subject; some more paranoid than others. It's actually quite disturbing how many people believe in little green men and their spaceships, but they do and these sites show why. Interesting to say the least.

<http://ufos.about.com/culture/ufos/gi/dynamic/offsite.htm?site=http://www.pbs.org/wgbh/nova/aliens/>

<http://ufos.about.com/culture/ufos/gi/dynamic/offsite.htm?site=http://infoweb.magi.com/%7Erah/bases.html>

<http://ufos.about.com/culture/ufos/gi/dynamic/offsite.htm?site=http://www.geocities.com/Area51/Dimension/2473/alienphoto.html>

<http://members.xoom.com/aliensdoor/index.html>





# The Spanish Armada

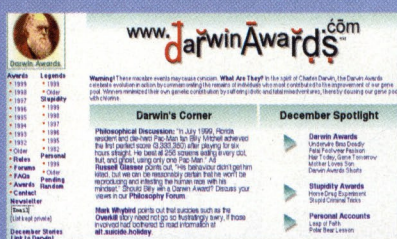
Time for a bit of history we thought when it came to Acclaim's *Armada*, so we headed back to 1598 and the scene of our greatest navel victory, the defeat of the Spanish Armada at the hands of Drake. So if you want a dull history lesson here's where to go.

<http://www.pensacola.com/~rbethke/Armada.htm>

## STUPIDITY RULES

In homage to the world of *Evolution*, we went in search of the man who spent his life examining it, Charles Darwin. What we came up with was this great site that is well worth checking out. The Darwin Award is posthumously awarded to those who have managed to get themselves killed in the most bizarre ways, and thus killing off the stupidity gene prevalent in mankind. Prepare yourself for fits of hysteria.

<http://www.darwinawards.com/>



## Itsy-Bitsy Yellow Polka-Dot Bikinis

Taken back by our *Dead Or Alive 2* swimwear beauties were you? Then if you fancy the real thing or just want to create your own swimwear designs then here are a couple of sites that you might find yourself heading to.

<http://www.teenybikini.com/>  
<http://www.customswimwear.com/>

Custom Swimwear provides the easiest way for you to create your own swimwear. Custom Swimwear is designed to fit all shapes & sizes. You can choose from a wide range of colors, patterns, and styles. We maintain a 100% guarantee. Come and create the Custom Swimwear of your dreams.

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## Zombie Heaven

With a heavy dosage of the walking dead in this issue we thought that we'd check out some of the numerous zombie sites on the Net, but we'd only recommend it if you have a deep fascination with the rotting beasts, such was the nature of some of the sites. Anyway, check them out for yourselves.

<http://www.powerup.com.au/~vampire/day/d-biol.htm>

<http://www.u.arizona.edu/~chalmers/zombies.html>

<http://members.aol.com/lshauser/zomboid.html>

### Zombie Biology

Most zombie movies have neglected to provide an explanation as to how the dead have become reanimated and attack the living. But the Living Dead trilogy has made some effort at explaining this event. This page contains a further discussion on this issue and, based on information from the series, I have outlined the known zombie traits and biological characteristics. I will also attempt to provide a realistic explanation for the reanimation, although coming up with a conclusive explanation may be impossible. Please feel free to discuss these issues with me.

#### Known Behavioural Characteristics

- Zombies primarily crave human flesh.
- Zombies have also been known to consume other living organisms.
- Zombies appear to be able to discern the difference between another zombie and a living human based on sight only.
- Zombies will not attack each other although they have been known to fight over food.
- Zombies often frequent places they are familiar with from their normal life.
- Zombies are initially quite weak. In *Night and Dawn*, generally people could run in amongst them without much danger. (Courtesy of Mark Stewart)

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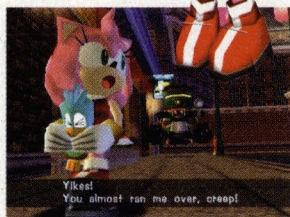
## Girls On The Dreamcast

Call us perverts if you like, but we know you all ogle at the girls in games too. Where would Lara Croft be without your twisted minds? So it's no surprise that the sublime Dreamcast has also got some beautiful girls on it. Check them out.



### AMY

**10** Sonic Adventure/Sega  
Okay, so we were getting desperate, but I bet Sonic wouldn't mind talkin' the talk and walkin' the walk with his frisky young co-star. All pretty in pink as well.



### XIANGHUA

**7** Soul Calibur/Namco  
With an oriental flavour to her moves and style, Xianghua is a bit of a minx even though she looks sweet and innocent. Behind that charming smile is a fearsome warrior and she certainly knows how to use her sword. Suits you sir.



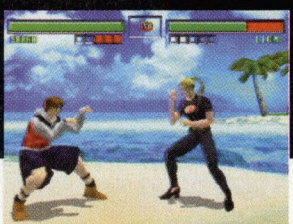
### CLAIRE REDFIELD

**5** Resident Evil 2/Capcom  
Gun-toting, zombie killing, foxy babe. That's what Claire Redfield's résumé would read if ever she were to write in to a lonely hearts column. Now, what sort of answer could you give to that? The best thing is that she's not all body, as there's a brain up there too, unlike those above her in this list!



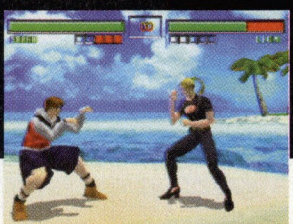
### SELENE STRIKE

**4** Ready 2 Rumble/Midway  
With a breast that heaves this much, it's hardly surprising that Selene is such a knockout... and she knows her way around the ring. What more could you want from a lady?



### SARAH BRYANT

**3** Virtua Fighter 3th/Sega  
With legs this long who wouldn't want to be wrestled to the floor?



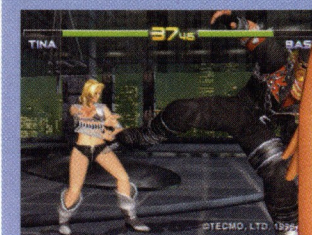
### SOPHITA

**2** Soul Calibur/Namco  
If there's one girl who we wouldn't mind beating us into submission it would have to be the lovely Sophitia. With legs that go up to her armpits, flowing golden hair and looks of a model she truly belongs on the catwalk. So why she's fighting the likes of Astoroth is beyond all of us.



### TINA

**1** Dead Or Alive 2/Namco  
There can be no doubt that the latest batch of nubile young girls emerging from the gates of Tecmo are some of the most attractive we've ever seen. Tina is undeniably the most gorgeous, and we keep having to remind ourselves that she isn't real...



### TIA

**9** Snow Surfers/Sega  
For some reason, female snowboarders have a particular appeal and Tia definitely falls neatly into this category. Well, we wouldn't mind rolling around in the snow with her!



### GENA

**6** Crazy Taxi/Sega  
Some people say that women can't drive, but that myth is destroyed by crazy cabby Gena, who drives at speed and like a maniac. How cool? The fact that she's also a bit of babe helps of course, and she's certainly one girl who we wouldn't mind going for a ride with!



### SAYOMI

**8** Soul Fighter/Piggyback Interactive  
Armed to the teeth with various weapons, Sayomi is one girl who you shouldn't get on the wrong side of. Apart from that she's a lovely girl (no really she is) if you can get over her habit of killing everything in sight.





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# directory

Considering buying a Dreamcast game? Wait! Make sure you read our mini-review of it before parting with your hard-earned cash!

It hasn't taken long for the Dreamcast to amass a raft of games. Whilst some are complaining that there still aren't enough others are bemoaning the breadth of choice – you can't please every one can you?

However, whatever your stance on the current amount of games available for the Dreamcast, there's still no better place to check out which games are worthy of your time, consideration and money.

There's no other mag that is as committed to making sure that you do not buy rubbish games, so you are strongly advised to consult these pages before you even think about buying a game. We promise that we won't let you down!

## Director-Key

<b>Publisher:</b>	The company that distributes the game.
<b>Developer:</b>	Who created the title in question.
<b>Genre:</b>	What style of game is it?
<b>Issue:</b>	Which issue of DREAMCAST MAGAZINE did the original review appear in?
<b>Summary:</b>	What is the game like?
<b>We Say:</b>	A quote taken from the original review.
<b>Reviewer:</b>	The member of the DREAMCAST MAGAZINE team who put the game through its paces.

## Genre Descriptions

Action/Adventure	Blending exploration and puzzle solving with arcade action.
Beat-'em-up	Rely upon you beating merry-hell out of the opposition.
Party/Puzzler	Brain-ticklers usually for more than one-player.
Platform	Involves stacks of jumping and climbing.
Racing	Perhaps self-explanatory: includes cars, boats, bikes and planes.
Shoot-'em-up	Kill everything!
Sports	Soccer, American Football, Basketball, Golf, and so on.
Strategy/Simulation	Covers the likes of flight simulators and strategic war simulators.

## AeroWings

Publisher: Crave  
Developer: CRI  
Genre: Strategy/Simulator  
Reviewed: Issue 3

**Summary:** Originally called *AeroDancing* in Japan, Crave's flight sim is for those who like aimlessly flying around performing tricks. There's not enough variety and it could have done with some additional elements.

**We Say:** "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away."

**Reviewer:** Alex Warren **68%**

## Blue Stinger

Publisher: Activision  
Developer: Climax Graphics  
Genre: Action/Adventure  
Reviewed: Issue 2

**Summary:** Despite changes in the PAL version to take out slowdown this has next gen looks but shallow gameplay. If survival horror's your thing, try out *Resident Evil 2*, or wait for *Code Veronica*.

**We Say:** "It's Blue Stinger's failure to really excite the player at any moment that is its main problem."

**Reviewer:** Graeme Nicholson **65%**

## Buggy Heat

Publisher: Sega  
Developer: CRI  
Genre: Racing  
Reviewed: Issue 2

**Summary:** Only really recommended for hard-core gamers and race junkies with perseverance.

**We Say:** "For a different kind of racing game that is going to hold a challenge in order to



master it, you can't go far wrong with *Buggy Heat*."

**Reviewer:** Louise Wells **76%**

## Chef's Luv Shack

Publisher: Acclaim  
Developer: Acclaim Studios Austin  
Genre: Party/Puzzler  
Reviewed: Issue 3

**Summary:** All the low-brow, seedy humour and antics you'd expect from a *South Park* game.

**We Say:** "As party games go, *Chef's Luv Shack* is up there with the best of them. It's a game which is probably best played and enjoyed after a curry and a few pints of lager."

**Reviewer:** Alex Warren **76%**

## Dynamite Cop 2

Publisher: Sega  
Developer: In-house  
Genre: Beat-'em-up  
Reviewed: Issue 3

**Summary:** The world is in danger from evil terrorists who have kidnapped a cruise ship complete with 200 passengers – prepare for battle.

**We Say:** "Dynamite this game may be, but it has far too short a fuse, and leaves the player feeling a little cheated. There just isn't enough here to hold interest."

**Reviewer:** Mike Richardson **69%**

## F1 World Grand Prix

Publisher: Sega  
Developer: Video System  
Genre: Racing  
Reviewed: Issue 3

**Summary:** Offers all the thrills,



spills and joy of real F1 racing, and enough adrenaline rushes to keep you up all night.

**We Say:** "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power."

**Reviewer:** Alex Warren **89%**

## Fighting Force 2

Publisher: Eidos Interactive  
Developer: Core Design  
Genre: Action/Adventure  
Reviewed: Issue 4

**Summary:** Although *Fighting Force 2* has some impressive visual effects, its gameplay and control leave the player ultimately unsatisfied.

**We Say:** "Fighting Force 2 is fun to play and looks great, it's just not a game that you will find yourself being totally engrossed in and addicted to for long."

**Reviewer:** Alex Warren **74%**

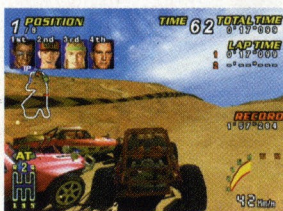
## House Of The Dead 2, The

Publisher: Sega  
Developer: In-house  
Genre: Shoot-'em-up  
Reviewed: Issue 1

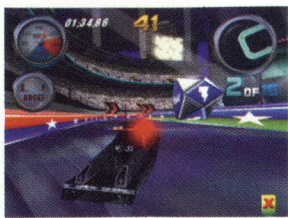
**Summary:** A top-notch shooter that's better than the arcade version in many respects. It is only a gun game though so don't expect major replay value.

**We Say:** "This is one of the titles worth owning a Dreamcast for on its own, especially with the amazingly good lightgun to play with – blast some zombies today!"

**Reviewer:** Martin Mathers **91%**







## Hydro Thunder

Publisher: Midway  
Developer: In-house  
Genre: Racing  
Reviewed: Issue 1

**Summary:** Great fun water-based racer, especially in two-player mode, but nothing particularly original.

**We Say:** "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth."

**Reviewer:** Jem Roberts

79%

## Incoming

Publisher: Infogrames  
Developer: Rage  
Genre: Shoot-'em-up  
Reviewed: Issue 2

**Summary:** Graphically up there with the best shoot-'em-ups, but lacking long term appeal. More arcade than sim.

**We Say:** "Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically."

**Reviewer:** Tom Sargent

80%

## Jimmy White's 2: Cueball

Publisher: Virgin  
Developer: Awesome Developments  
Genre: Sports  
Reviewed: Issue 3

**Summary:** All this game proves is that the Dreamcast and snooker are like chalk and cheese – refusing to mix.

**We Say:** "If you really must play, then you might as well pop down the local snooker or pool hall and do the real thing, at least it'll get you out of the house!"

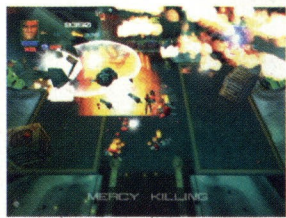
**Reviewer:** Alex Warren

59%

## Marvel Vs Capcom

Publisher: Virgin  
Developer: Capcom  
Genre: Beat-'em-up  
Reviewed: Issue 4

**Summary:** If you're looking for a top-notch, no-frills fighting game, then you'd be a fool to overlook



one of Capcom's finest titles yet!

**We Say:** "When the people behind the *Street Fighter* series stick to their predictable guns, they do it with style and this is no exception..."

**Reviewer:** Martin Mathers

91%

## Millennium Soldier: Expendable

Publisher: Infogrames  
Developer: Rage  
Genre: Shoot-'em-up  
Reviewed: Issue 1

**Summary:** A mindless shoot-'em-up but nonetheless great fun to play.

**We Say:** "If you're a seasoned gamer who remembers the likes of *Commando*, *Ikari Warriors* or *Smash TV* then you'll know exactly what to expect from *Millennium Soldier*."

**Reviewer:** Nick Roberts

80%

## Mortal Kombat Gold

Publisher: Midway  
Developer: Eurocom  
Genre: Beat-'em-up  
Reviewed: Issue 3

**Summary:** This version breathes new life into *Mortal Kombat*.

**We Say:** "This is a *Mortal Kombat* game, and you're not going to find in-depth plot-lines and absorbing gameplay. Do we really need this kind of fighting game any more?"

**Reviewer:** Alex Warren

77%

## NBA Showtime: NBA Vs NBC

Publisher: Midway  
Developer: Midway  
Genre: Sports  
Reviewed: Issue 4

**Summary:** This is undoubtedly a great game due to the fact that it is fantastic fun to play, despite its restricted amount of gaming modes.

**We Say:** "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss."

**Reviewer:** Alex Warren

90%



## NFL 2K

Publisher: Sega  
Developer: Visual Concepts  
Genre: Sports  
Reviewed: Issue 4

**Summary:** When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous due to a lack of fire in its belly, despite being visually superior.

**We Say:** "Sega's entry into the Yankee pigskin ball park is not a bad effort, and whilst it is not quite as good as *NFL Blitz*, it stands head-and-shoulders above *Quarterback Club 2000*."

**Reviewer:** Alex Warren

74%

## NFL Blitz 2000

Publisher: Midway  
Developer: In-house  
Genre: Sports  
Reviewed: Issue 3

**Summary:** The beauty of *NFL Blitz 2000* is that you don't need a clue about American Football to be able to enjoy it.

**We Say:** "If it's American Football you're looking for – then this title has it by the helmet full!"

**Reviewer:** Alex Warren

89%

## NFL Quarterback Club 2000

Publisher: Acclaim  
Developer: Acclaim Sports  
Genre: Sports  
Reviewed: Issue 4

**Summary:** Dull, boring and mindless. *NFL Quarterback Club* is American Football at its worst, with not an ounce of enjoyment in sight.

**We Say:** "To say that the control is unresponsive wouldn't be doing it justice, as it's less effective than a chat-up line from 'The World's Greatest Chat-Up Lines' book."

**Reviewer:** Alex Warren

56%



## Pen Pen

Publisher: Infogrames  
Developer: GE Co Ltd  
Genre: Racing  
Reviewed: Issue 2

**Summary:** A racing game for kids, but everyone will warm to it with such ridiculous characters to tinker with.

**We Say:** "You are unlikely to see anything as daft in your life. If you've got a few marbles loose, then you'll love it!"

**Reviewer:** Ben Lawrence

86%

## Power Stone

Publisher: Eidos  
Developer: Capcom  
Genre: Beat-'em-up  
Reviewed: Issue 1

**Summary:** If Capcom decided to take a new direction with a beat-'em-up we sit up and listen, so should you. This game is truly wonderful.

**We Say:** "The level of detail in *Power Stone* is what will really impress – the backgrounds, animation and moves are really slick, just what you expect from a state-of-the-art console!"

**Reviewer:** Tom Sargent

92%

## Psychic Force 2012

Publisher: Acclaim  
Developer: Taito  
Genre: Beat-'em-up  
Reviewed: Issue 4

**Summary:** In an already crowded genre, *Psychic Force 2012* just doesn't fare particularly well compared to *Soul Calibur* and *Power Stone*.

**We Say:** "Graphically and aurally, there is nothing here that couldn't have been ably produced on a PlayStation. It's a pity that the innovative combat system couldn't have been attached to a better quality game."

**Reviewer:** Stuart Taylor

65%



## DVD Reviews

### The Mummy

Cert 15  
Publisher Universal  
Price £19.99

Loosely based on Universal's 1932 original starring Boris Karloff as Imhotep, director Stephen Sommers (*Deep Rising*, *The Jungle Book*) was not looking to do a simple remake. Instead opting for an action/adventure slant with a lead character who could pull off the comic one-liners and *Indiana Jones*-esque stunts. Filled with a dazzling array of visual effects (supplied by field-leaders Industrial Light & Magic) *The Mummy* recreates a unique cinematic feeling not seen since the *Indiana Jones* trilogy. The most impressive special features are undoubtedly the two featurettes. Industrial Light & Magic (ILM) reveal the secrets behind the sublime special effects, and the second featurette focuses on behind-the-scenes with interviews from the cast and crew responsible for this suspense fuelled epic.

**Paul Morgan**

5/5

### Austin Powers 2: The Spy Who Shagged Me

Cert 12  
Publisher Entertainment In Video  
Price £19.99

This superlative sequel provides more outlandish laughs than ever before, and Mike Myers is certainly on top form in his caricature of super villain Dr Evil, swinging hero Austin Powers and larger-than-life beefcake Fat Bastard. However, it's the wonderful addition of Mini-Me that steals the show with his brilliant silent style that encourages repeated viewings once the film has ended. Every actor, character and scripted line blends tasteless humour and side-splitting slapstick with tremendous success. And just like the original, the more you watch it, the more you laugh!

**Paul Morgan**

5/5

continued >





# directory

continued &gt;

## CD Reviews

### Beastie Boys Anthology: The Sounds Of Science

Label: Capitol  
Who would have thought that the cheeky young scamps behind the late-Eighties teenage-riot anthem *Fight For Your Right* would end up being such a well-respected musical force well into the new Millennium? The Beasties – who unwittingly inspired 'the kids' to nick VW emblems off of cars and vans to make dubious necklaces – have long since abandoned their original rock/rap blend, in favour of the funkier antics found in the likes of *Body Movin'*. Their double-CD, *The Sounds Of Science*, is a collection of all their hits: 42 tracks spanning over a decade. An impressive achievement, and an essential addition to any discerning music fans collection.

Stu Taylor

### Virtua Fighter 2: Dancing Shadows

Label: Zeppelin  
Records  
It's bad enough when actors and supermodels decide to stretch their vocal chords, but when the cast of a computer game decide that it's time for a career change and release something like this, you know the world must be coming to an end. Caterwauling cats and dogs on heat could probably sing better than the combined efforts of the likes of Sarah and Jacky Bryant. Jeffery Wolf, et al.  
Supplied by Project K  
0181 508 1328.  
Alex Warren

### Primal Scream: Extermination

Label: Creation  
Primal Scream created the first great album of the last decade with *Screamadelica* and by the sounds of *Extermination* they've done the same for this newly begun millennium. *Extermination* is a fusion of dance, jazz and funk and in this respect it is a further step on from 1998's *Vanishing Point*. Collaborators are rife including the Chemical Brothers and David Holmes among others. No one track stands out from the others as they all fuse into one glorious whole, but the likes of *Swastika Eyes*, *Keep Your Dreams* and the opening *Kill All Hippies* bring out the true essence of the Scream as they enter the next stage of their incarnation.

Alex Warren



### Racing Simulation: Monaco Grand Prix

Publisher: Ubi Soft  
Developer: In-house  
Genre: Racing  
Reviewed: Issue 3

**Summary:** A good F1 simulation with an amusing retro mode thrown in to break up the gameplay.

**We Say:** "The controls can be a little too sensitive. Nowhere as good as *F1 World Grand Prix*."

**Reviewer:** Mike Richardson

### Ready 2 Rumble Boxing

Publisher: Midway  
Developer: In-house  
Genre: Beat-'em-up  
Reviewed: Issue 1

**Summary:** Midway has produced a true next generation sports title with top animations and a stonking tongue-in-cheek sense of humour.

**We Say:** "Make no mistake, *Ready 2 Rumble* is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!"

**Reviewer:** Stuart Taylor

### Re-Volt

Publisher: Acclaim  
Developer: Acclaim Studios Croydon  
Genre: Racing  
Reviewed: Issue 3

**Summary:** Does for the racing genre what Red Bull did for vodka – injecting it with a much needed dose of energy and frivolity.

**We Say:** "The game has some really smart graphics with

realistic scenery and lightning fast speeds. Gameplay is equally pleasurable, with the whole package rounded off with a spectacular soundtrack."

**Reviewer:** Alex Warren

### Red Dog

Publisher: Sega  
Developer: Argonaut  
Genre: Shoot-'em-up  
Reviewed: Issue 2

**Summary:** The best shooter to hit the Dreamcast so far and hopefully a positive portent of things to come.

**We Say:** "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner."

**Reviewer:** Roy Kimber

### Sega Bass Fishing

Publisher: Sega  
Developer: In-house  
Genre: Sports  
Reviewed: Issue 3

**Summary:** Brings fishing to a whole new audience and you don't even have to enjoy the real thing to enjoy the pleasures of this fantastic simulation.

**We Say:** "Sega Bass Fishing is a fantastic game and whatever your attitude to the sport of fishing is now, it will only go up in your esteem after having experienced the delights of it on your Dreamcast."

**Reviewer:** Alex Warren

### Sega Rally 2

Publisher: Sega  
Developer: In-house  
Genre: Racing  
Reviewed: Issue 1

**Summary:** Sega has come up trumps with another excellent



### Sonic Adventure

Publisher: Sega  
Developer: Sonic Team  
Genre: Action/Adventure  
Reviewed: Issue 1

**Summary:** An outstanding example of Dreamcast gameplay – it's Sonic for heaven's sake, you know you're going to buy it!

**We Say:** "He's back! Sega has dusted down its blue mascot and give him a new adventure to star in. Despite many regrettable aspects, *Sonic Adventure* was the first genuinely must-have game for the Dreamcast."

**Reviewer:** Jem Roberts

### Sega Worldwide Soccer 2000

Publisher: Sega  
Developer: Silicon Dreams  
Genre: Sports  
Reviewed: Issue 4

**Summary:** If football is supposed to be a fast, free flowing and enjoyable game, then this game couldn't be possibly termed as football.

**We Say:** "Yet again we find Sega shooting itself in the foot again by producing a totally sub-standard sports game, for which it has no excuse."

**Reviewer:** Alex Warren

### Snow Surfers

Publisher: Sega  
Developer: UEP Systems  
Genre: Racing  
Reviewed: Issue 3

**Summary:** Hit the slopes for some snow boarding action, in the latest instalment in UEP System's *Cool Boarders* franchise.

**We Say:** "The gameplay in *Snow Surfers* is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it."

**Reviewer:** Alex Warren

### Soul Calibur

Publisher: Sega  
Developer: Namco  
Genre: Beat-'em-up  
Reviewed: Issue 2

**Summary:** With *Virtua Fighter* already getting stale, *Soul Calibur* takes over as the best fighting game you'll ever play. An essential Dreamcast purchase.

**We Say:** "Namco is famous for its *Tekken* arcade and console series. The company is the undeniable king of the fighting game and now Namco has excelled itself with its first Dreamcast release."

**Reviewer:** Stuart Taylor







## Soul Fighter

Publisher: Piggyback Interactive  
Developer: TOKA  
Genre: Action/Adventure  
Reviewed: Issue 3

**Summary:** A welcome relief from arena fighting games, this time without the serious side of the adventure genre, but can get repetitive.

**We Say:** "Soul Fighter is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much."

**Reviewer:** Mike Richardson

83%

## Speed Devils

Publisher: Ubi Soft  
Developer: In-house  
Genre: Racing  
Reviewed: Issue 2

**Summary:** A superb racer which is more than a match for Sega Rally 2, it is just the sort of thing the Dreamcast needs for success.

**We Say:** "Ubi Soft's first Dreamcast racer makes Sega Rally 2 look about as exciting as driving a supermarket shopping trolley!"

**Reviewer:** Roy Kimber

92%

## Street Fighter Alpha 3

Publisher: Virgin  
Developer: Capcom  
Genre: Beat-'em-up  
Reviewed: Issue: 4

**Summary:** Go beyond the retro look and you'll find a compelling fighting game that is holding back the years and showing the 3-D posse a thing or two about street fighting!

**We Say:** "Street Fighter Alpha 3

is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version."

**Reviewer:** Ryan Butt

84%

## Suzuki Alstare Extreme Racing

Publisher: Ubi Soft  
Developer: Criterion  
Genre: Racing  
Reviewed: Issue 2

**Summary:** A fast and slick motorbike racer, with everything a Suzuki fan could want.

**We Say:** "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap. However, the bikes are tough to control. Try before you buy."

**Reviewer:** Sney Noorani

81%

## Tokyo Highway Challenge

Publisher: Crave  
Developer: Genki  
Genre: Racing  
Reviewed: Issue 3

**Summary:** Some gorgeous graphics are let down by a distinct lack of courses, with gameplay that leaves much to be desired.

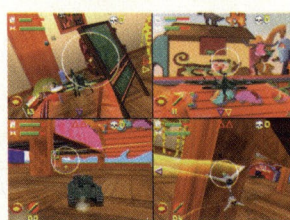
**We Say:** "The graphics look like Gran Turismo 2... if you stand back and squint a bit. Tokyo Highway Challenge isn't one of the best Dreamcast racing games."

**Reviewer:** Alex Warren

73%

## Toy Commander

Publisher: Sega  
Developer: No Cliché  
Genre: Strategy/Shoot-'em-up  
Reviewed: Issue 2



**Summary:** This beautifully designed piece of gameplay will keep even hardened gamers occupied for hours on end.

**We Say:** "The game is a dream to play, with very little slowdown and a graphics engine which is solid, producing few glitches. And no, it's not just for the kids!"

**Reviewer:** Louise Wells

86%

## Trick Style

Publisher: Acclaim Entertainment  
Developer: Criterion Studios  
Genre: Racing  
Reviewed: Issue 2

**Summary:** An impressive showcase for the Dreamcast and a fun way of christening your console, but with little lasting appeal.

**We Say:** "Trick Style is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great. Speed freaks will be disappointed as it is not really a high adrenaline experience."

**Reviewer:** Stuart Taylor

79%

## UEFA Striker

Publisher: Infogrames  
Developer: Rage  
Genre: Sports  
Reviewed: Issue 2

**Summary:** A decent soccer game, but we can't help but feel there's better round the corner.

**We Say:** "It's very much from the old FIFA pick-up-and-play mould that is enough to satisfy the more casual player, but for die-hard enthusiasts, it all feels a bit too watered-down to get seriously engrossed in."

**Reviewer:** Ryan Butt

82%

## Vigilante 8: Second Offense

Publisher: Activision  
Developer: Luxoflux  
Genre: Shoot-'em-up  
Reviewed: Issue: 4

**Summary:** Once you've mastered the control of the vehicles, V8: Second Offense is explosive and fantastic fun to



play and immensely satisfying.

**We Say:** "This isn't your run of the mill racing game, your typical shoot-'em-up or even a banal action/adventure game, but something completely inimitable and unique."

**Reviewer:** Alex Warren

91%

## Virtua Fighter 3tb

Publisher: Sega  
Developer: AM#2  
Genre: Beat-'em-up  
Reviewed: Issue 1

**Summary:** Masterpiece of an arcade conversion, this game will blow you away.

**We Say:** "An arcade perfect conversion of a great game. VF3tb may not be the best one-player game in the world, but if you've got some mates it's the game for you!"

**Reviewer:** Simon Hill

93%

## Worms Armageddon

Publisher: Hasbro  
Developer: Team 17  
Genre: Strategy  
Reviewed: Issue: 4

**Summary:** It might seem a strange game to be on Dreamcast, but Worms Armageddon is all you would expect it to be - nothing more, nothing less.

**We Say:** "As ever, Team 17 has delivered the goods, Worms Armageddon is the finest and most enjoyable of the series."

**Reviewer:** Alex Warren

73%

## WWF Attitude

Publisher: Acclaim  
Developer: Acclaim Sports  
Genre: Sports  
Reviewed: Issue 3

**Summary:** Big, fat, hairy freaks dressed in lycra seek wrestling maniacs for some fun loving.

**We Say:** "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it. Officially the worst game released for the Dreamcast so far."

**Reviewer:** Alex Warren

41%

## Comics

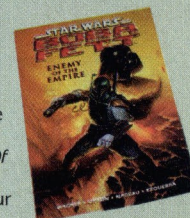
### Boba Fett: Enemy Of The Empire

Publisher: Titan Books

Price: £9.99

The world of Star Wars might look impressive on screen, but it's no less inspiring in the world of graphic novels. In *Enemy Of The Empire*, the Mandalorian armour clad Boba Fett, is employed by Darth Vader to retrieve a small box of unparalleled importance and secrecy. Boba Fett is unaware of the plans that Vader has for him, leaving him with his future in jeopardy and a confrontation with the Dark Lord of Sith. Cracking stuff, beautifully animated.

**Alex Warren**



5/5

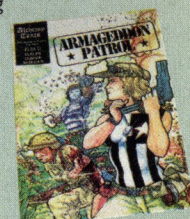
### Armageddon Patrol

Publisher: Alchemy Texts

Price: £2.20

Back during World War II, it was a regular occurrence for America's comic books to buy into the propaganda, and feature their superhero characters like Captain America duking it out with Hitler and his 'Ratzi' Nazis. However, it was a telling sign of the times that during the political minefield that was Vietnam, comic books gave the war a wider berth than the Titanic. But that hasn't stopped Alchemy Texts from posing the intriguing question of what would the 'Nam have been like if America had sent in its fictional superheroes. If *Armageddon Patrol* is anything to go by, it would be a toxic mix of Kubrick's *Full Metal Jacket* with a Tarantino-esque black sense of humour... you'll be pleased to know that it looks and reads as good as it sounds.

**Stuart Taylor**



4/5

### Buffy The Vampire Slayer: The Origin

Publisher: Titan Books

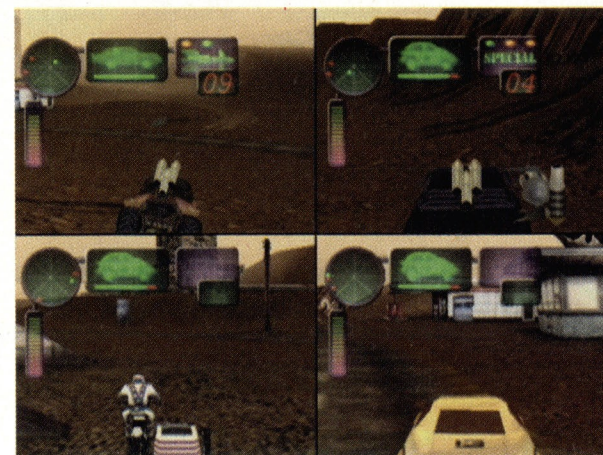
Price: £7.99

No Thursday evening is complete without a screening of *Buffy* nowadays, but it wasn't always like that. This story is an adaptation of Joss Whedon's original script into comic-book form as we join Buffy on her first vampire slaying excursion, and it's not a pretty sight. Vampires are, once again, making a nuisance of themselves and it's up to our long legged friend to sort them out. Which reminds me: never trust a girl who carries spikes in her handbag.

**Alex Warren**



3/5





# stuff & nonsense

Check it out! Would you believe that some people actually spend their money on something other than games? Well, here's the proof...

## Dawn Of The Dead Zombie

Manufacturer: Reds. Inc  
Tel: 01202 293 054  
Cost: £14.49

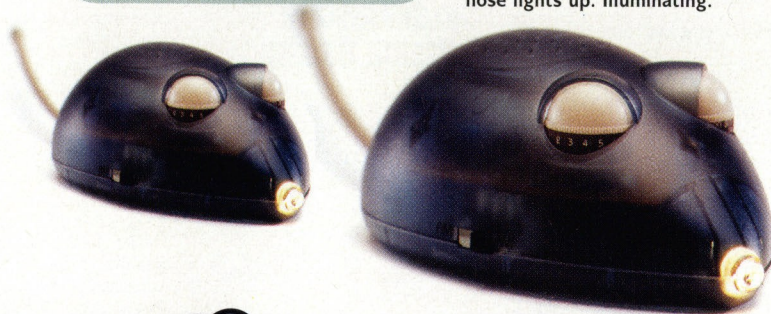
> With a plethora of zombies rotting away on the Dreamcast and plying their evil trade, this figure is the perfect accompaniment for your zombie-filled life. Complete with victim torn in two, this is the sort of thing that will give you nightmares if left on your bedside table. Spooky stuff indeed.



## Mouse Radio

Manufacturer: The Gadget Shop  
Tel: 0800783 8343  
Cost: £9.95

> It might look like a mouse but surprise, surprise, it is in fact a radio in disguise. To tune in to your preferred radio station all you need do is roll the eyes and the tail will do the rest (it's the aerial you know!) One last touch is that it can also be used as a nightlight as the nose lights up. Illuminating.



## YST-MS35D Multimedia Speakers

Manufacturer: Yamaha  
Tel: 01923 233 166  
Cost: £65

> Fed up with poor sound quality coming from your games console? Then try these little beauties out. Designed especially for games consoles and patented with Yamaha's Advanced Active Servo Technology, the YST-MS35D speakers offer a whole new audio experience for games players. With USB Architecture for superior sound, the speakers might look square, but the sound certainly isn't.



## South Park TV Talker

Manufacturer: The Gadget Shop  
Tel: 0800783 8343  
Cost: £24.95

> Everyone's favourite foul-mouthed kids can join in the pleasures of channel hopping with you when you place them on top of your TV. Whenever you point your controller at the TV and change channel the boys will come out with some classic comments including: 'I'm not fat, I'm just big-boned' and 'let's go watch cartoons'. So if you haven't been driven mad by the series, then this is guaranteed to do so.



## D-1000 Digital Voice Recorder

Manufacturer: Olympus  
Tel: 0800 072 0070  
Cost: £299.99

> Fed up with spending hours transcribing interviews from dictaphone to computer? With the Olympus' D-1000 digital voice recorder all your pain can be wiped away forever and hastily written notes will become a thing of the past. Bundled together with IBM's 'ViaVoice Transcription' software it converts your voice into writing onto your computer and best of all it can send messages via email to anyone, anywhere. Which all makes it one nifty little gadget, and ideal for any 007 spy-like people among you.





### 3-in-1 Universal Remote

Manufacturer: The Gadget Shop  
Tel: 0800783 8343  
Cost: £12.95

> Fed up with having countless number of remote controls sprawled across the lounge and never knowing which one turns on the telly? Then the 3-in-1 Universal Remote is the answer to all your prayers as it will control your television, video and your satellite as well as having all the normal features of a TV controller. It even has a chain attached so you can slip it around your wrist so you'll never lose it again. Life for the couch potato will never be the same!



### MX-1700 Zoom Digital Camera

Manufacturer: Fuji  
Tel: 0171 586 5900  
Cost: £400

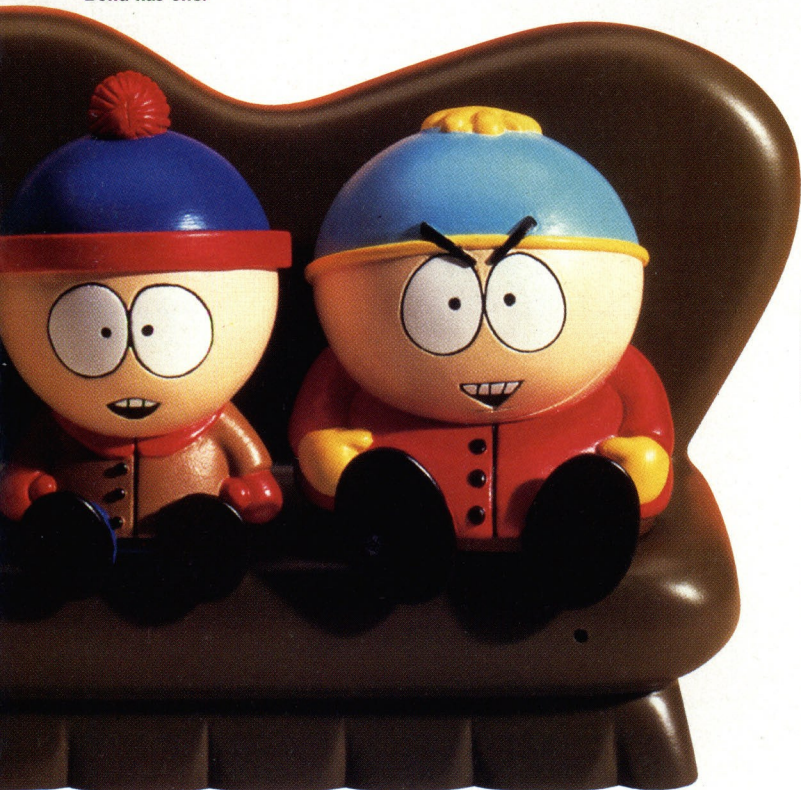
> With the promise that the Dreamcast will soon have its very own digital camera of sorts, we thought we'd check out the competition. Fuji's MX-1700 Zoom is up there with the best of them with one of the fastest processing systems on the market and a 38-114mm spherical lens meaning you'll be able to take some fantastic looking pictures with it. What's more, it looks as good as the pictures that it creates.



### TA288 Walkie-Talkies

Manufacturer: Motorola  
Tel: 0500 555 555  
Cost: £129

> Forget mobile phones, the coolest way to stay in contact when out in the wilds is with Motorola's new TA288 Walkie-Talkie. A two-way radio with a range of up to 3 miles, over 300 combinations of frequencies set over eight voice channels with 38 privacy codes which means that this compact little beauty really is a little sweet heart. With a choice of three colours available, this is one gadget you don't want to be without - even Bond has one!



### Cyclops Robot

Manufacturer: The Gadget Shop  
Tel: 0800783 8343  
Cost: £4.95

> As Greek legend has it, it was the Cyclops who Odysseus blinded while trapped on an island somewhere in ancient Greece. But the Cyclops have recovered and now they've created a miniature mechanical being - an anti-gravity robot who can walk vertically or horizontally on any smooth surface. Pretty cool as toys go, but should parents be letting their children play with monsters with a history of cannibalism?





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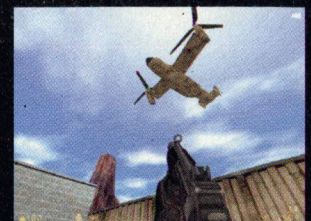
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Half-Life





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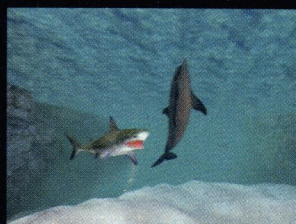
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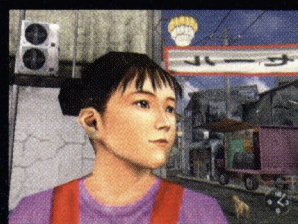
Legacy of Kain: Soul Reaver



MDK2



Ecco the Dolphin



Shenmue

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## Issue 1



### Featuring

Soul Calibur, Uefa Striker, Shenmue, Metropolis Street Racer, Toy Commander, Shadowman, Speed Devils, Mortal Kombat Gold, Soul Fighter, Trickstyle, Racing Simulation: Monaco Grand Prix, Resident Evil: Code Veronica

### Reviews

Sonic Adventure, Ready 2 Rumble Boxing, Sega Rally 2, Virtua fighter 3tb, The House of the Dead 2, Power Stone, Millennium Soldier: Expendable, Hydro Thunder

## Issue 2



### Featuring

Shadow Man, Sega Worldwide Soccer 2000, Alone in the Dark 4, WWF Attitude, Deep Fighter, Furballs, MDK2, NBA 2000, Evolution, South Park Rally, Chef's Luv Shack, F1 World Grand Prix

### Reviews

Red Dog, Soul Calibur, Uefa Striker, Toy Commander, Speed Devils, Trick Style, Suzuki Alstare Racing, Extreme Racing, Pen Pen Tricelon, Buggy Heat, Blue Stinger, Incoming

## Issue 3



### Featuring

Resident Evil 2, Vigilante 8: Second Offense, 7 mansions, Midnight GT, Felony Pursuit

### Reviews

ShadowMan, Chef's Luv Shack, F1 World Grand prix, Sega Bass Fishing, Aero Fighters, Re-Volt, Mortal Kombat Gold, Soul Fighter, Jimmy White's 2: Cueball, Snow Surfers, Tokyo Highway Challenge, Dynamite Cop, Racing Simulation: Monaco Grand Prix, NFL Blitz, WWF Attitude

## Issue 4



### Featuring

Hot games for the Millennium, Crazy Taxi, Shenmue

### Reviews

Fighting Force 2, NBA Showtime, Vigilante 8: 2nd Offense, Worldwide Soccer 2000, Street Fighter Alpha 3, Worms Armageddon, Marvel Vs. Capcom, NFL 2K, Psychic Force 2012, NFL Quarterback Club 2000, Chu Chu Rocket, Zombie Revenge, Let's Play Golf, Giga Wings, Maken X, Jojo's Bizarre Adventure

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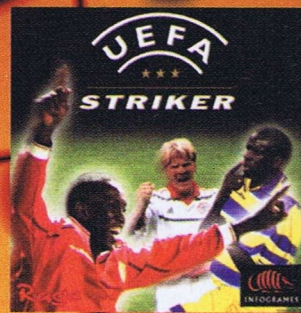


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# dream moment

Number 002

>Final Battle >Vs Inferno

## Soul Calibur



**"I am the god of hellfire, and I bring you..."**

✦ Namco had already worked wonders with its fast-paced, ground-breaking *Tekken* series of beat-'em-ups on the Sony PlayStation. Now it was Sega and the Dreamcast's turn. A more powerful console meant that Namco could push the boundaries of 3-D beat-'em-up action once again... and it did it in spades with *Soul Calibur*. Released in Europe on 26 November 1999 – a little over a month after the console was launched – *Soul Calibur* became the essential game that every Dreamcast owner had to have in their collections.

From the astounding graphics and animation, to the rousing musical score, *Soul Calibur* is gaming perfection distilled in GD-ROM form. Arguably, all of *Soul Calibur* plays like a dream, but if we had to choose one 'dream' moment, it would be the first time you encounter Inferno. The final adversary in *Soul Calibur*'s Arcade mode, Inferno literally ignites in front of your eyes... your heartbeat falters, and fear grips you by the throat. Will you be able to wrestle the Soul Edge from his fiery grasp? Perhaps this clash of the titans is more of a nightmare moment than a dream!

If you would like to submit a Dream Moment to DREAMCAST MAGAZINE, please send in your suggestions to 'Dream Moment' at DREAMCAST MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.







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